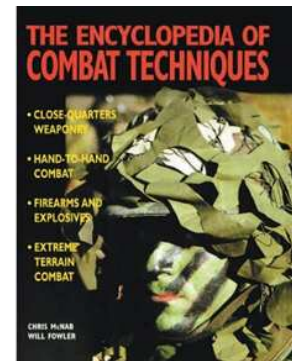
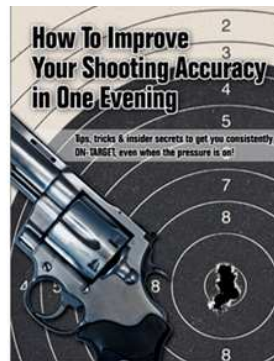
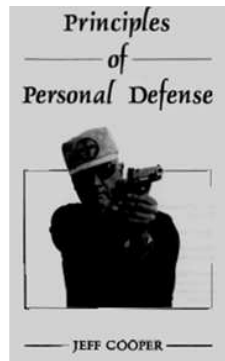
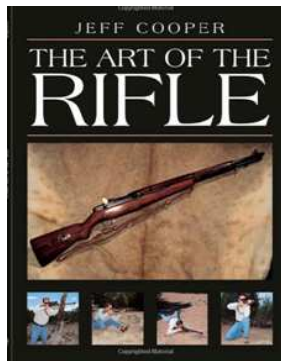


A Long-Term Survival Guide – 101 Survival Skills Checklist:

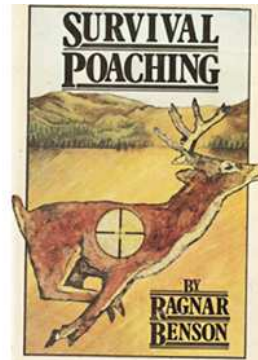
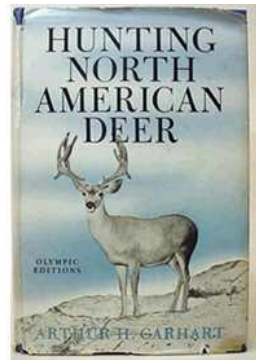
Skills are the key to self-reliance. The more things you know how to do for yourself, the less dependant you are on others, and the more capable you will be under various circumstances. To help you assess your current knowledge base, here is a modest list of survival skills to consider. (My goal is not to teach you these skills, but just to compile them together here, as a handy reference.)

Some of the listed skills cover a lot of territory, and you could spend years learning all there is to know about them, or you may just wish to learn the basics. Others are limited in scope, and you can learn them in a weekend or two. Many also overlap, to some degree, and many complement each other. You probably already know many on this list, and the list could also be expanded, if desired, but this is a good starting point for considering additions to your skill set.

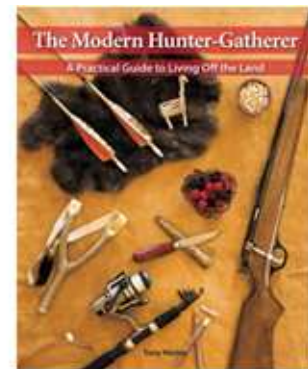
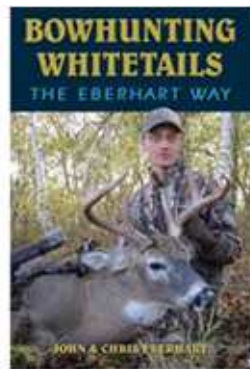
Books and images shown are intended to illustrate each skill, not to suggest that books are the best way to learn any of the skills on the list. There are usually a number of different ways to acquire proficiency in any skill, with hands-on training being the most effective. But if time, energy, and resources are limited, books can at least give you the basic information, and can serve as a useful reference library. So here is my skill list, presented in no particular order:



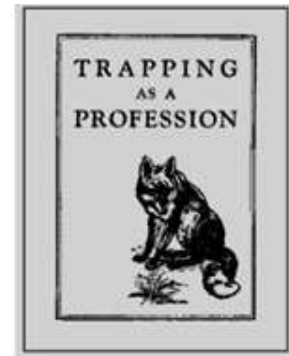
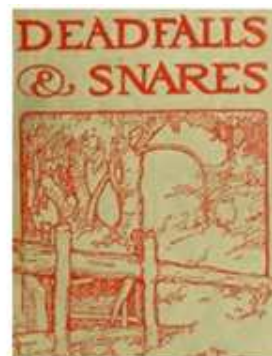
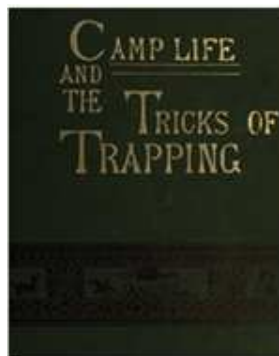
1: Defensive Use of Firearms: Self-Defense is a skill you can't live without (pun intended), and firearms are the most effective form of active self-defense. Skills may include selection of defense guns, gun safety, marksmanship, firearms combat training, weapons retention, concealed carry techniques, weapon disassembly, cleaning and maintenance, clearing jams and misfires, use of bipods, optical sights, lasers & night vision scopes, using bayonets, and storing weapons in gun safes, caches, and secret compartments.



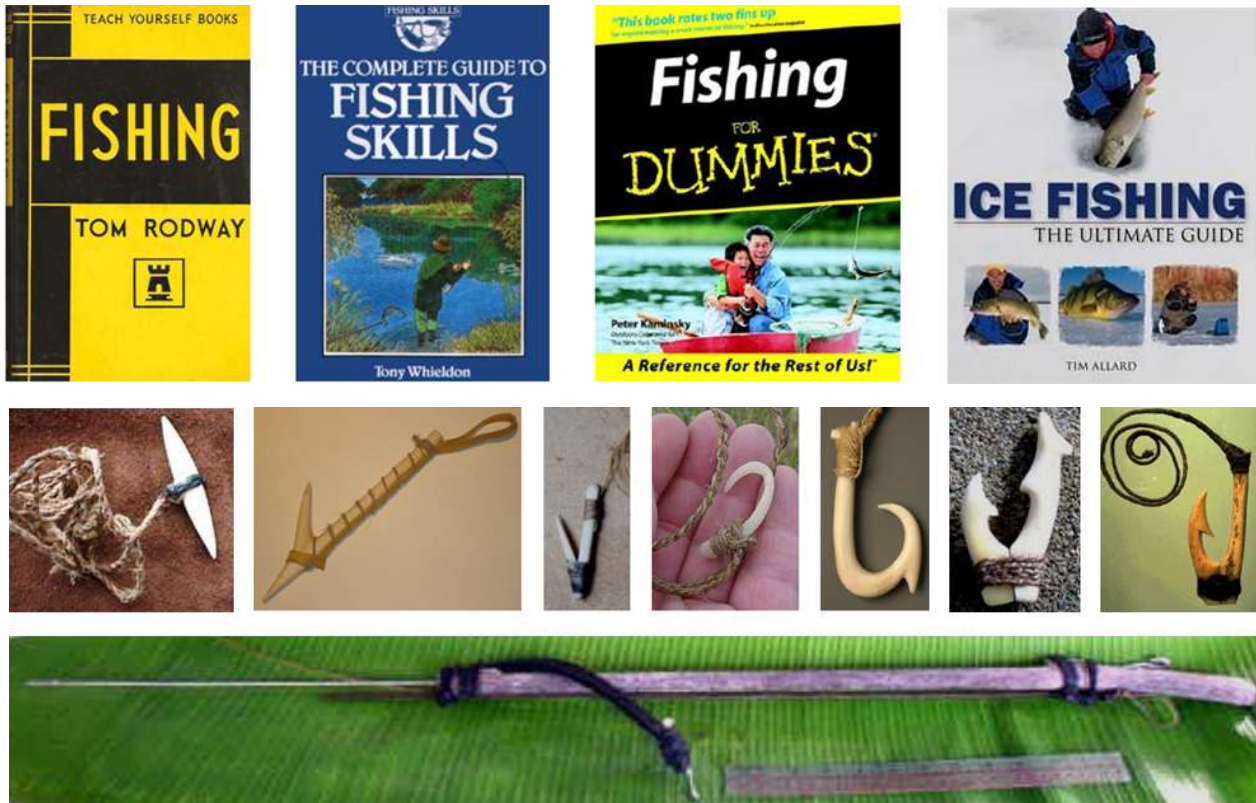
2: Hunting With Firearms: The ability to acquire food by hunting with a firearm is starvation avoidance insurance. Skills include marksmanship, tracking, stalking, and driving techniques, use of camo, blinds, and stands, use of scents, game calls, and decoys, knowledge of animal behavior and anatomy, and use of survival hunting techniques (such as spotlighting) that would normally be considered poaching.



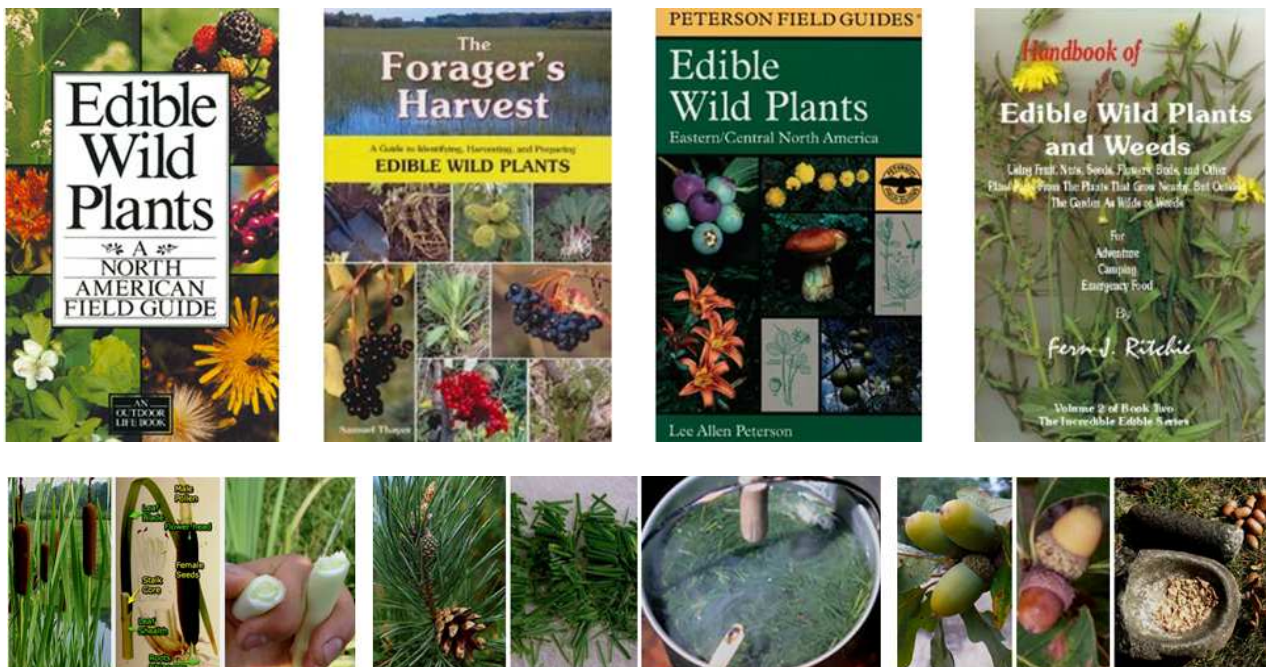
3: Hunting With Primitive Weapons: It takes separate and unique skills to make and use each of the many types of primitive hunting weapons. Weapons include bows, crossbows, atlatls, spears, blowguns, slings, slingshots, boomerangs, throwing sticks, throwing knives, throwing hatchets, bolas, frog gigs, fish spears, spearguns, and harpoons. Techniques include stalking, use of camo, and making improvised tree stands and hunting blinds, all used to get close enough to the game to allow use of these short-range weapons.



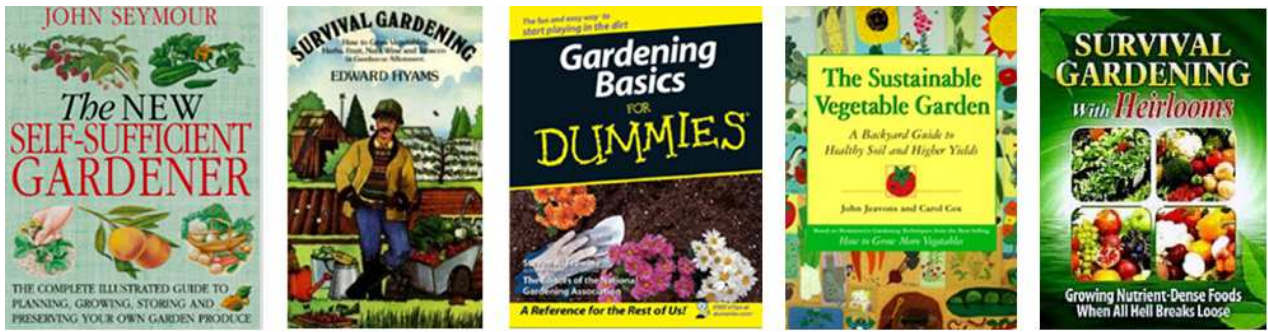
4: Trapping and Snaring Techniques: Skills include selecting the best type of trap or snare for each use, placing the traps in the best locations, using desirable baits for each game animal, using scent-masking techniques, using funneling objects to direct game into traps, and making and using specialty trapping items, such as crossing logs over streams, crossing poles between trees, or crossing points under fences.



5: Survival Fishing Methods: Skills include use of set lines, trot lines, and jug fishing (vertical trot lines), use of nets, seines, and gill nets, use of fish traps and tidal traps, and making improvised hooks, lines, and spearguns. Other techniques include the use of plant poisons, electricity, or explosives, to stun or kill fish.

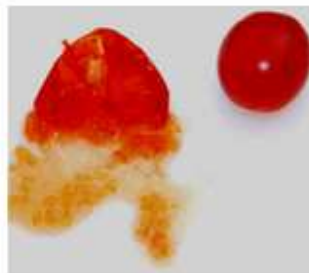
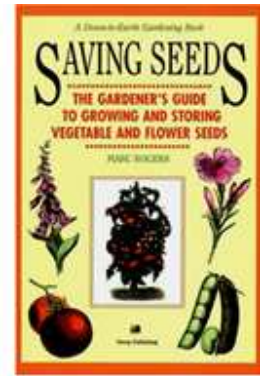
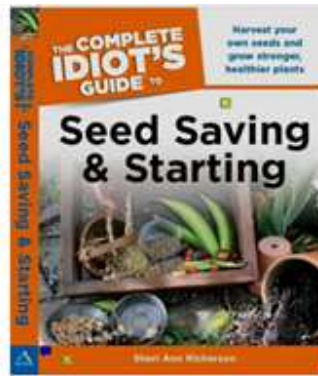
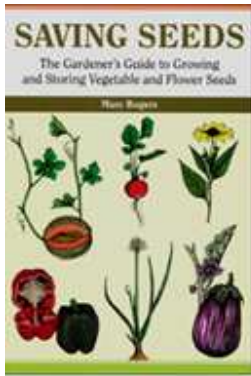


6: Identifying Edible Wild Plants: Skills include positively identifying the edible plants, knowing how to process the edible parts, avoiding any poisonous lookalikes, and knowing which seasons different edible plants can be harvested in, and which parts are ripe, edible, or available during each of the four seasons.

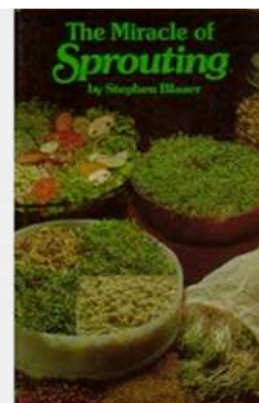
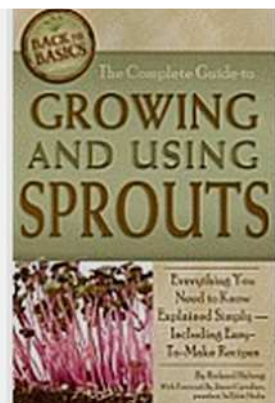


7: Gardening: Being able to grow food gives you a survival advantage. Skills include knowing which plants grow well in your climate zone, how to use cold frames and greenhouses, adjusting soil ph to plant needs, use of fertilizers, insecticides, compost, and mulches, how to save seeds for the next planting, how to make best use of available garden space, growing herbs for seasoning and medicinal uses, making self-watering pots for garden beds, and protecting your garden from thieves, birds, and other hungry critters.





8: Saving Plant Seeds: Saving seeds from your garden plants may eventually be the only way to get them. Skills include how to collect seeds, how to dry seeds, and how to store seeds for the next planting season.



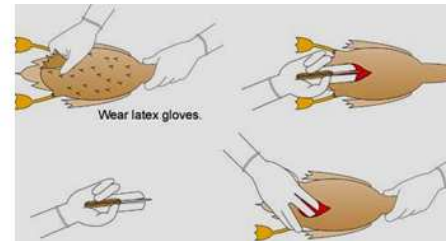
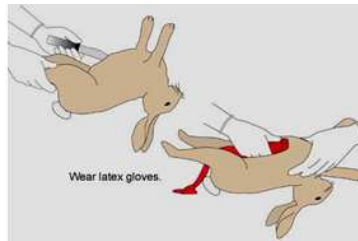
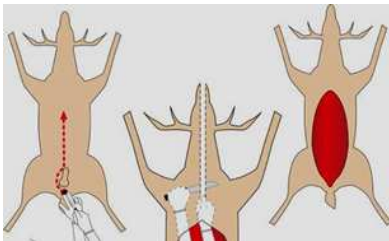
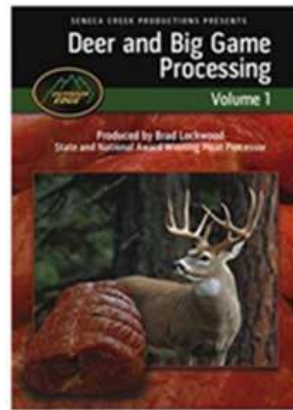
9: Sprouting Seeds: Gardening requires soil, sunlight, space for plants, good weather, and lots of water. But sprouting can be done with nothing but seeds, a jar, and a little water. You can sprout seeds in a dark cave, or in the dead of winter. Sprouting is a way to get fresh food when it might be too dangerous to go outside (such as after Skynet becomes self-aware, ha ha). Given a safe location, you can sprout seeds for fresh veggies in the middle of a drought, famine, war, nuclear winter, or zombie uprising. Skills include knowing which seeds are good to sprout, how to protect seeds from moisture, insects, and rodents, and how to use a simple sprouting jar, or sprouting tray.



10: Raising Small Livestock: Raising your own critters is a good way to have a steady supply of meat, milk, eggs, skins, and furs. Skills include how to build animal pens and shelters, selecting the best types of small livestock (I like miniatures), knowing the proper feed for each type of animal, and basic veterinarian skills, such as assisting in birthing, gelding excess males, and administering animal medicines, if needed.



11: Processing Small Game: After hunting or raising small animals, you have to process the bodies for cooking or smoking. Skills include eviscerating animals without getting intestinal fluids on the meat, skinning the animals without getting hair on the meat, and locating and removing any musk glands.



12: Processing Large Game: Killing a large game animal is just the first step on the road to steakums. Like small game, large game must be processed correctly, to end up with edible meat. Big animals must be gutted immediately, and preferably skinned and quartered as well, to allow the meat to cool down quickly. I field dress my animals at the nearest stream, so water can be used to cool and clean the carcass. Strapping a deer over your engine, and then cleaning it after a long drive, may give you food poisoning, and hauling an animal behind your vehicle, where it can absorb the engine exhaust, won't help the taste. Most complaints about the taste of wild game are actually due to tainted meat from bad field processing. As with small game, skills include eviscerating the animals without getting intestinal fluids on the meat, skinning the animals without getting hair on the meat, and locating and removing any musk glands.

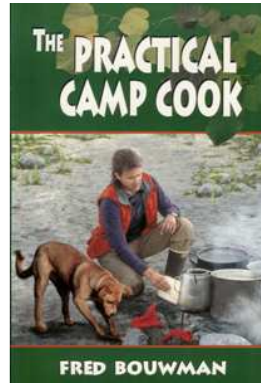
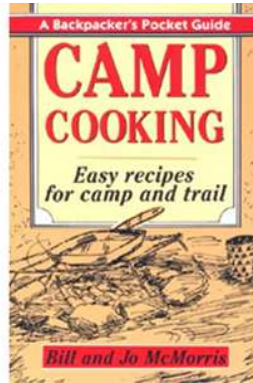
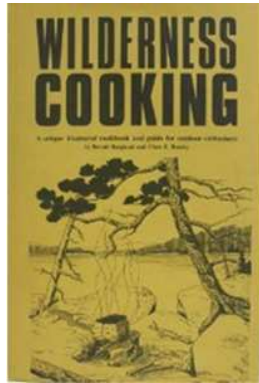




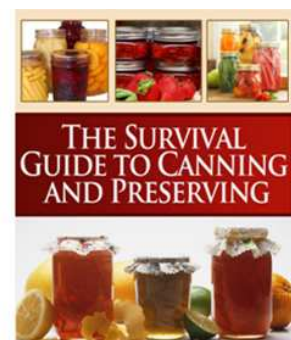
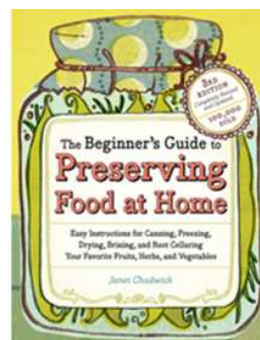
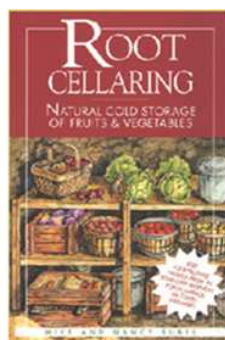
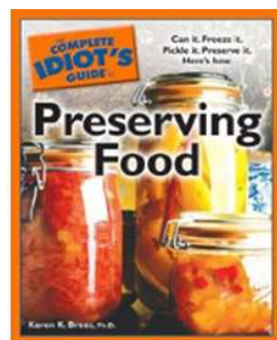
13: Processing Animal Skins: The skins from animals you use for food are a valuable resource, with many potential uses, but they have to be processed first. Skills include how to make rawhide, buckskins, leather, and furs. Also how to cut rawhide or leather into laces and splits, how to use animal skins as water bags, how to make blankets, bedrolls, and “bunny socks” from furs, how to make clothing from buckskins, how to make moccasins from leather, and how to make basic cold weather coats, hats, and mitts from furs.



14: Basic Cooking: Anyone can learn basic cooking skills, which come in handy when room service is not available. I like dutch ovens, because you can cook anything in them (you can even fry doughnuts). Skills include how to fry, bake, stew, steam, and boil, how to use seasoning, and how to make gravy and sauces.



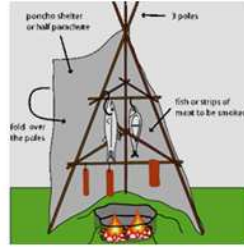
15: Survival Cooking Methods: Knowing how to cook with little or no kitchen equipment can be a real lifesaver in a survival situation. Skills include cooking on skewers, cooking food wrapped in leaves, mud, or clay, cooking in pits, cooking directly on coals, and making improvised grills and primitive ovens.



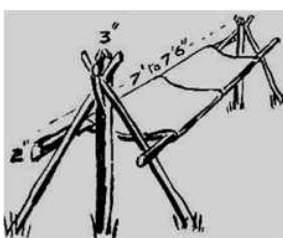
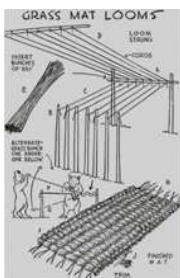
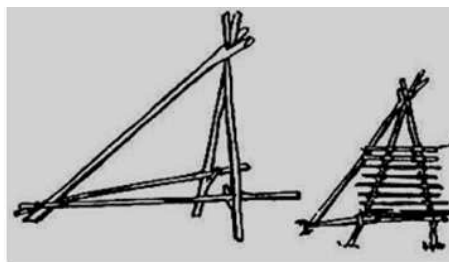
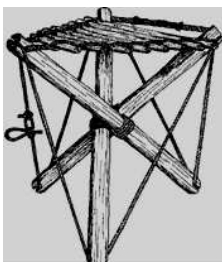
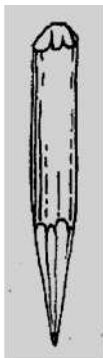
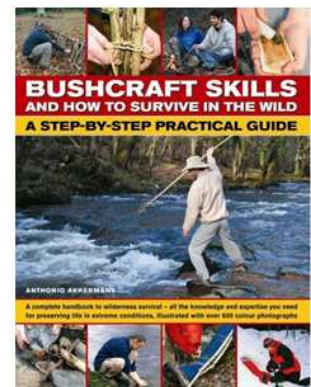
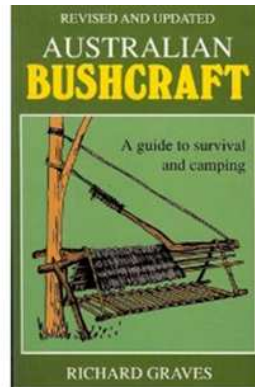
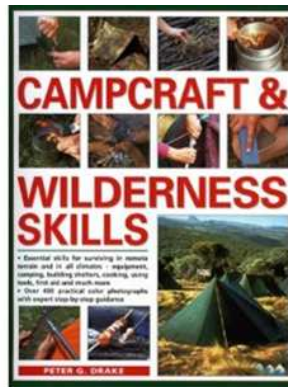
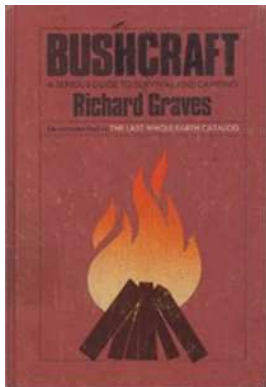
16: Preserving Foods: Once you have food, you need to be able to preserve it until needed. Skills include storing bulk grains, root cellar storage methods, dehydrating, canning and pickling, smoking and salting, drying herbs and seeds from the last growing season, and storing preserved foods in hidden food caches.



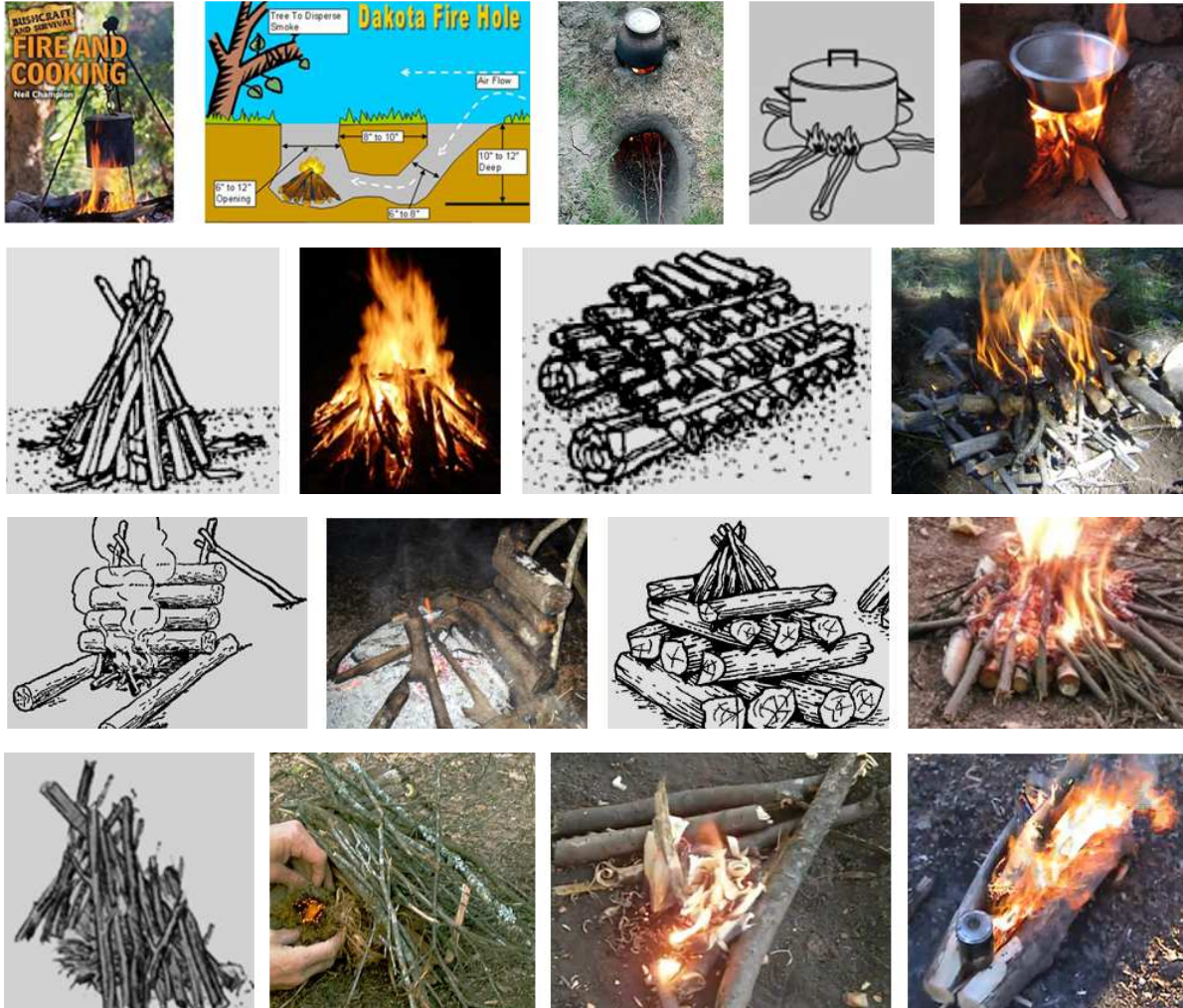
17: Making Basic Survival Foods: The basic survival foods that you can make yourself, under primitive conditions, include meat jerky and fish jerky, cooked grain cereal, fried cornmeal mush, hardtack bread, pemmican, smoked meats, parched corn and pinole (powdered parched corn), and fruit leather. Of course you need to catch an animal to make jerky, harvest grain to make cereal, and find ripe fruit to make fruit leather, but once you have the needed ingredients, these foods are simple to make. Skills are just knowing how to make each type of basic food, and simple variations on each (such as different hardtack recipes).



18: Make Primitive Ovens, Smokers, And Dehydrators: Baking, smoking, and drying are three basic ways of processing meats and other foods under primitive survival conditions. Skills include making the ovens and smoking or drying racks from locally available materials, and properly seasoning and cooking food.



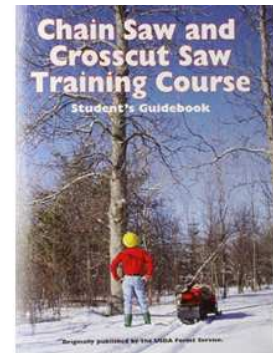
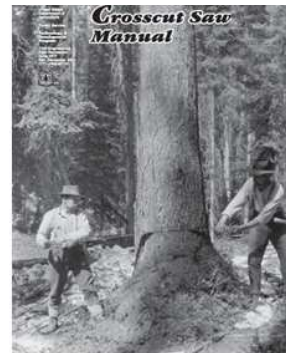
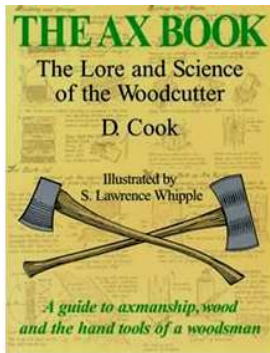
19: Basic Campcraft: The simple basics of camp life. Skills include starting a fire, building a shelter, making a camp bed, camp chair, camp table, camp latrine, and camp shower, finding and purifying water, collecting and storing firewood, making basic camp tools, and keeping your camp clean and organized.



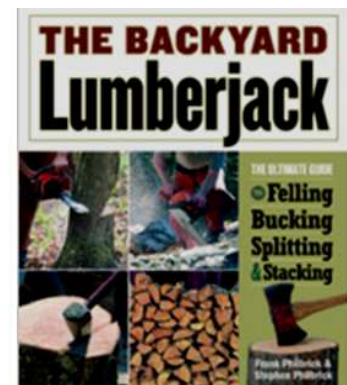
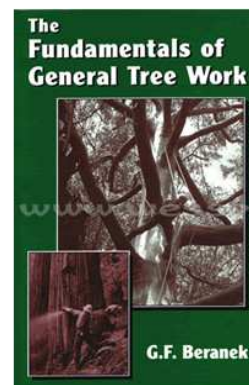
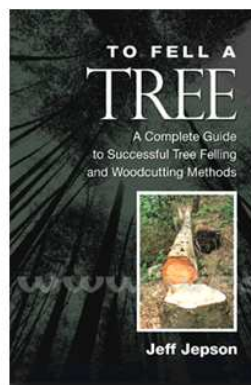
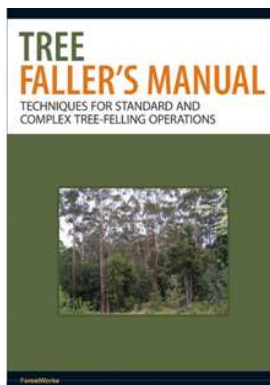
20: Building Various Types of Campfires: Skills include using the best type of campfire design for the job at hand, starting and maintaining fires under adverse conditions, finding dry wood, and drying wet wood.



21: Primitive Fire-Starting Techniques: Skills include making fire by using various friction-based or spark-based fire-starting methods, selecting the best materials for each method, and constructing the parts needed for various methods, such as friction fire drill bows and hearthboards, and bird's nest tinder balls.



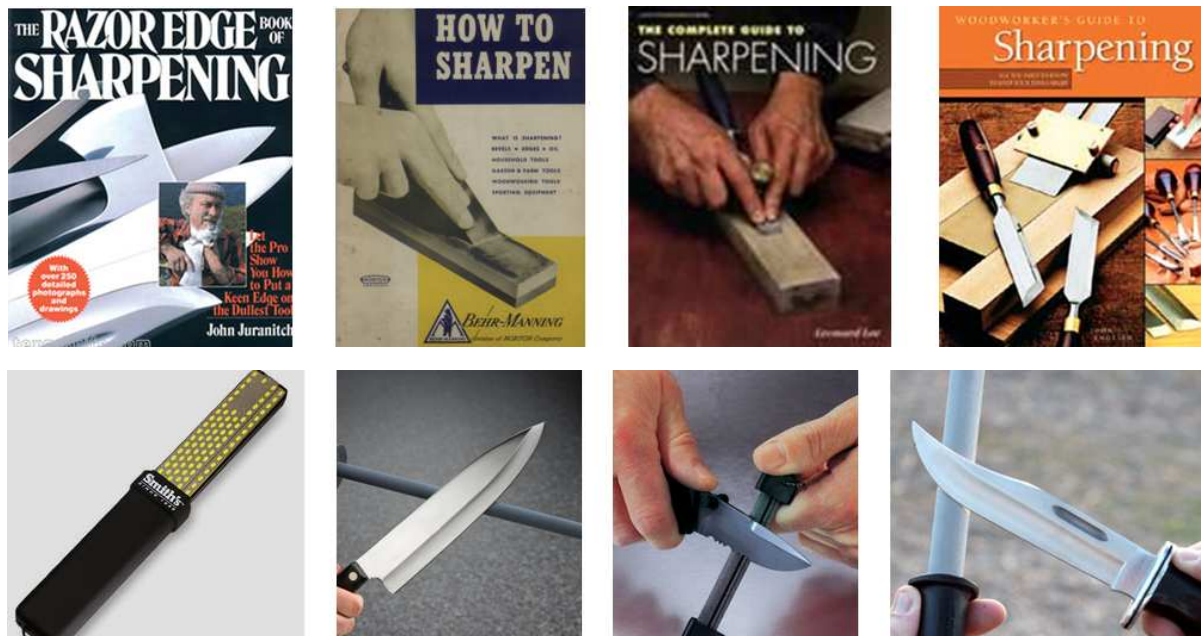
22: Using An Axe, Hatchet, and Saw: The basic wood processing tools. Skills include sharpening, safety, knowing how to make the various types of cuts, and knowing how to use these tools to make other tools, such as sawhorses, wooden mallets, and wooden wedges.



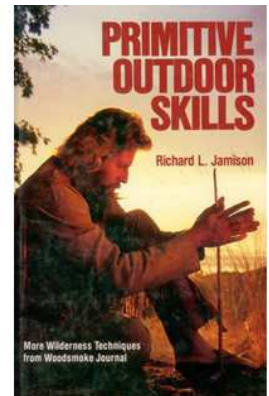
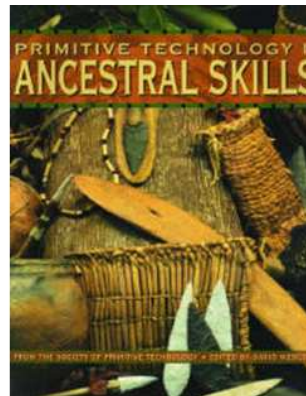
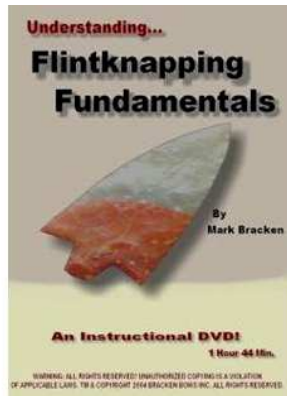
23: Felling Trees: Skills include making the proper felling cuts with axes, saws, or chainsaws, determining how a tree will fall when felled, and understanding and avoiding the various ways falling trees kill people.



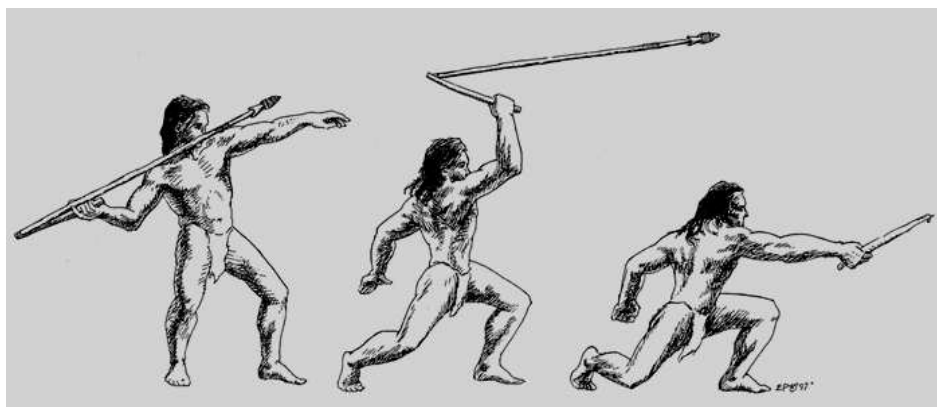
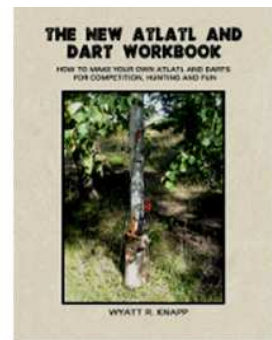
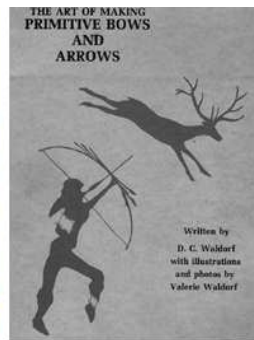
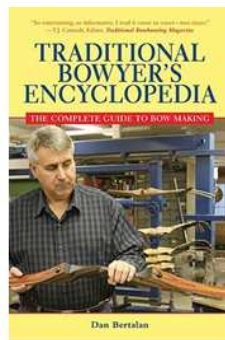
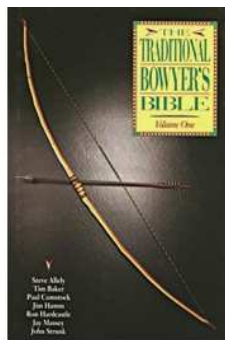
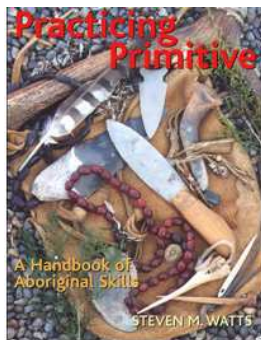
24: Survival Uses of Knives: A knife can cut, slice, stab, skin, whittle, and chop, but that's just the basics. Knives are fundamental survival tools because they can also be used to make other tools and useful items. There are thousands of things you can create with only a knife, if you know how, and you then take those items you made with your knife, and use them to make even more useful stuff. Skills include learning the designs for the simple tools, implements, utensils, shelters, and camp gear that can be made with a knife.



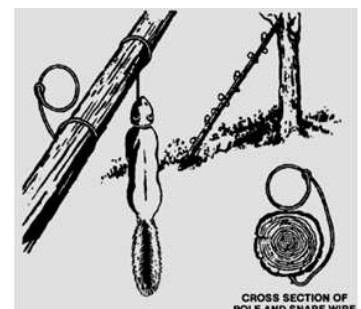
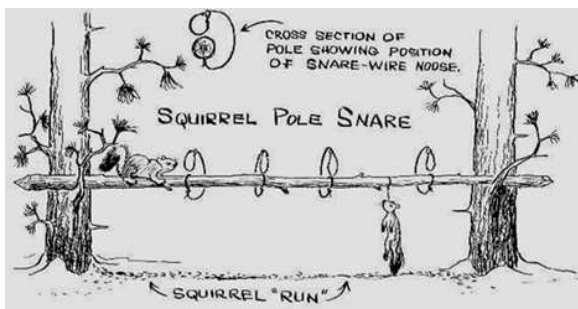
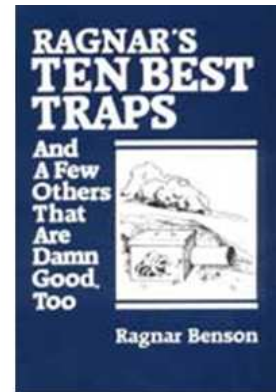
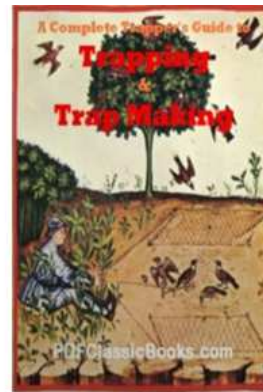
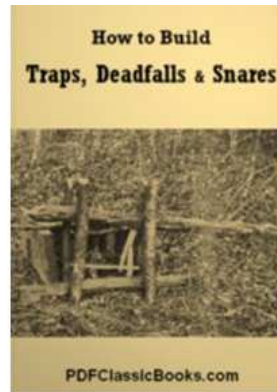
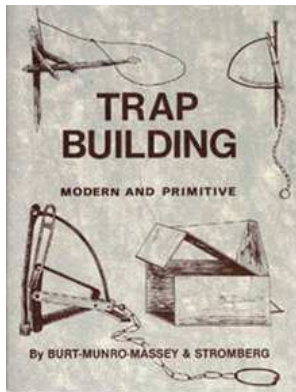
25: Sharpening Knives And Other Tools: Cutting tools work best when sharp. Skills include using various types of sharpeners, and knowing the correct angles for best results on each different type of cutting tool.



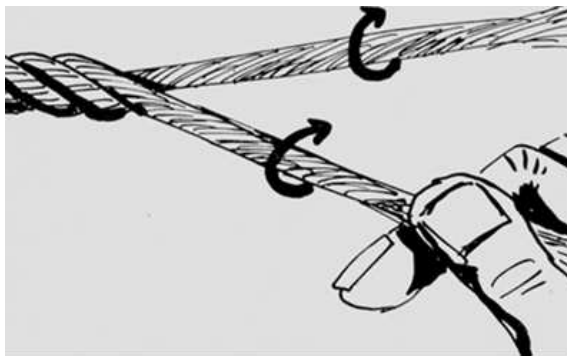
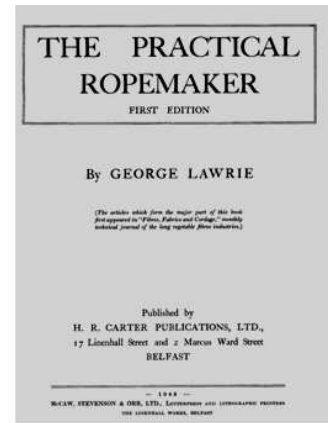
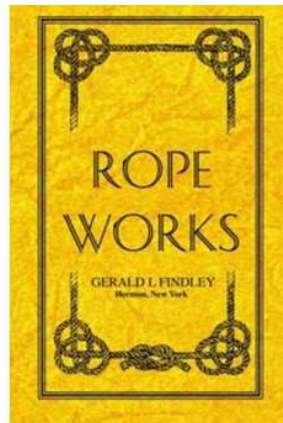
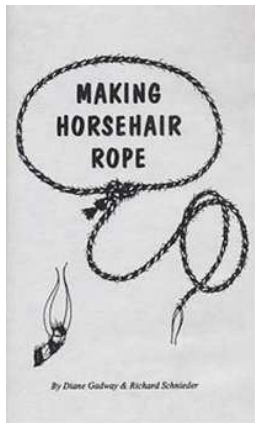
26: Making Improvised Tools: Many types of simple tools can be improvised from available materials. Skills include knowing how to make these tools, and how to use them. Examples include cutting tools, chopping tools, grinding tools, hammering tools, digging tools, hunting tools, and fire-starting tools.



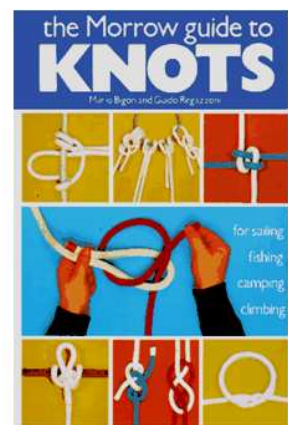
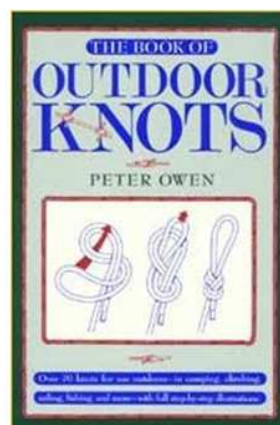
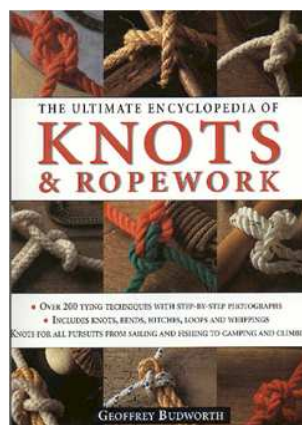
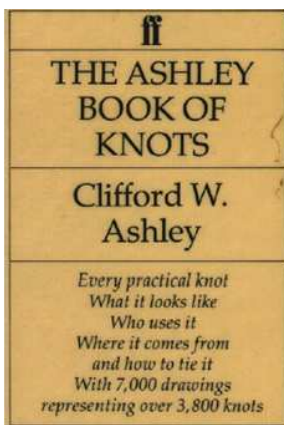
27: Making Primitive Weapons: Spears, atlatls and darts, and bows and arrows are a few of the primitive weapons used by man for thousands of years, which still work today. Skills include knapping flint or obsidian points, making points from bone or antler, hafting, nocking, fletching, and lashing. Some other primitive weapons you can make are throwing sticks, boomerangs, bolas, blowguns, and fishing spears.



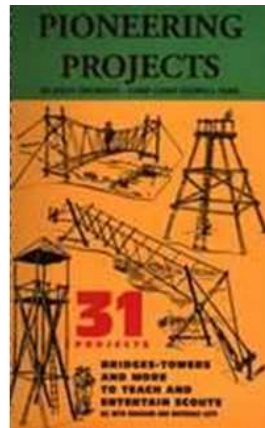
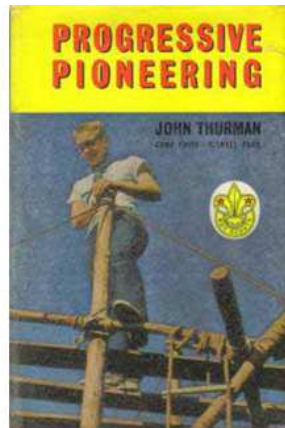
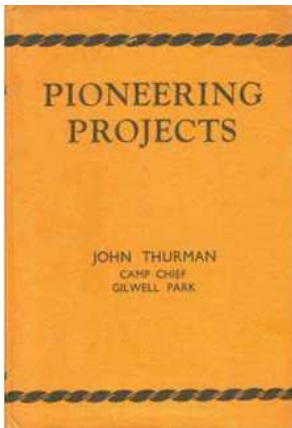
28: Making Various Types of Traps And Snares: Traps hunt for you while you're busy doing other things. Skills include knowledge of various types of traps and triggers, selecting trap locations (dens, trails, choke points, crossing points, feeding areas, and water holes), funneling game to traps, and using bait and scents.



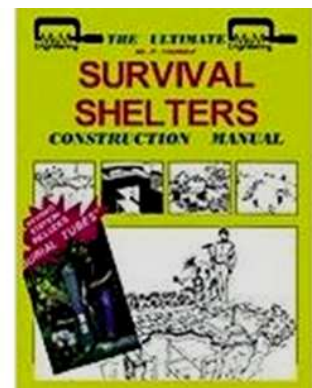
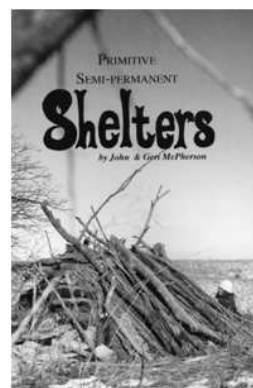
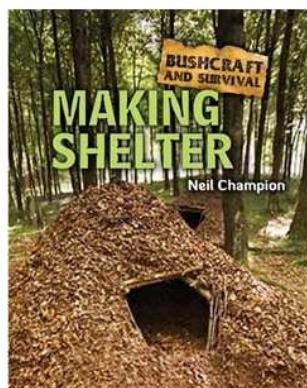
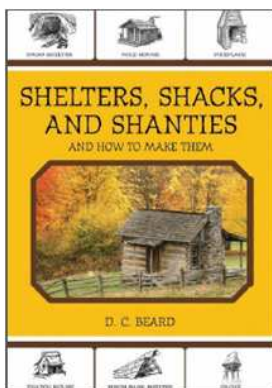
29: Making Rope and Cordage: A skill you should knot be without (ha ha). Skills include selecting the best materials, spinning fibers into cordage, and testing ropes and cords to determine breaking strength.



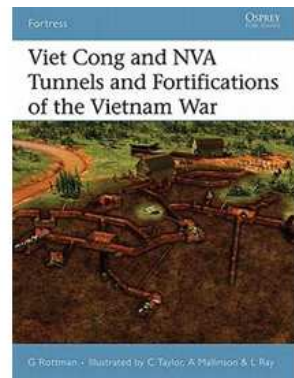
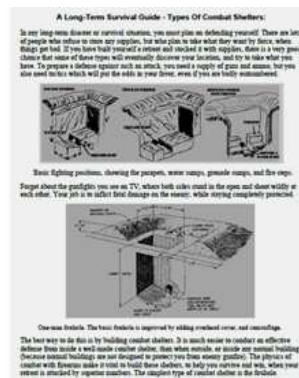
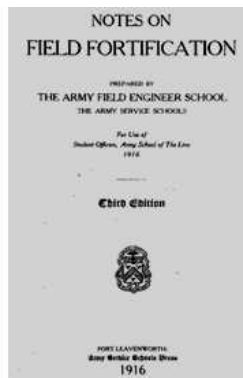
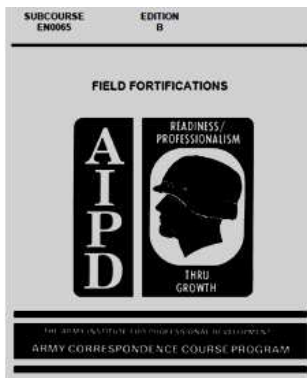
30: Tying Various Types of Knots and Lashings: Rope is useless without knots. Skills include knowing how to tie various types of knots and lashings, the best uses for each knot, and how to use a rope wrench.



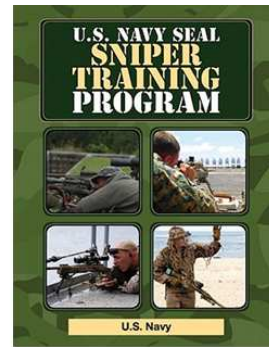
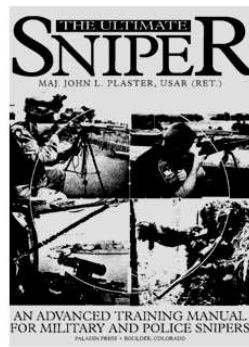
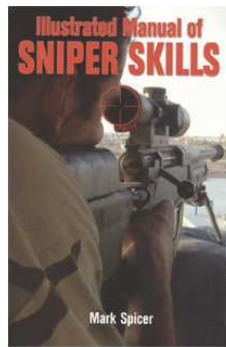
31: Pioneering Skills: Pioneering skills include knowing the types of lashings used to create pioneering structures, such as the square lashing, diagonal lashing, pole lashing, shear lashing, etc, and knowing the designs of the various pioneering structures, such as shelters, towers, bridges, and camp furnishings.



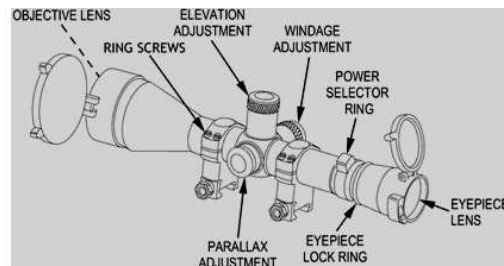
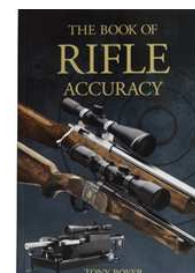
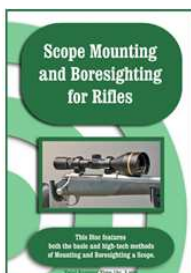
32: Make Survival Shelters: Skills include knowing how to construct different shelters, such as debris huts, lean-tos, survival teepees, Scout pits, snow caves, igloos, and elevated tree platforms (bear defense).



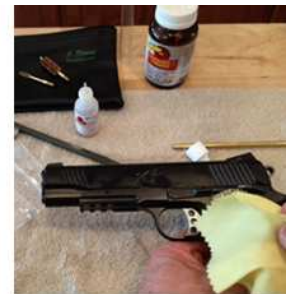
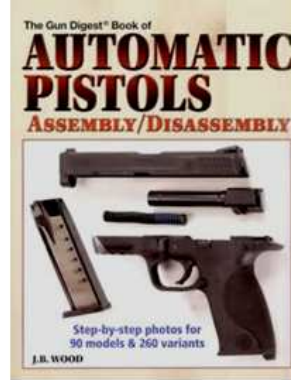
33: Make Combat Shelters: Combat shelters are designed to protect you from small-arms fire. Skills include knowing how to make foxholes and fighting positions, how to use overhead cover, how to camouflage positions, use of sandbags and earth berms, and how to make escape tunnels and trap doors.



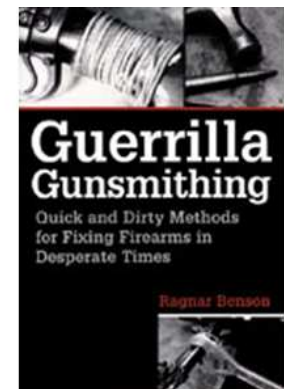
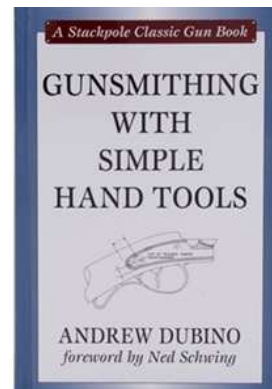
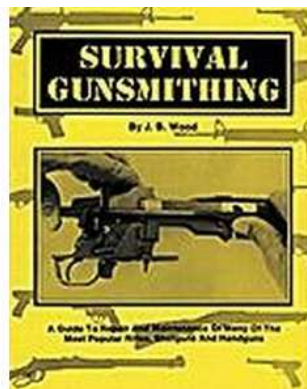
34: Sniper Skills: Skills include selecting rifles for sniper use (I prefer cheap military surplus arms), use of bipods, scopes, night vision scopes, and range finders, construction of sniper hides and firing positions, making range cards for firing positions, marksmanship, and caching guns, ammo, and gear, for future use.



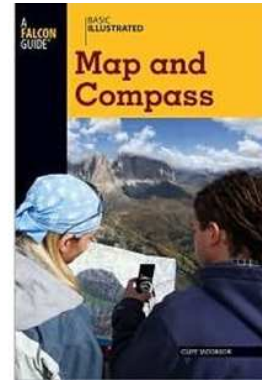
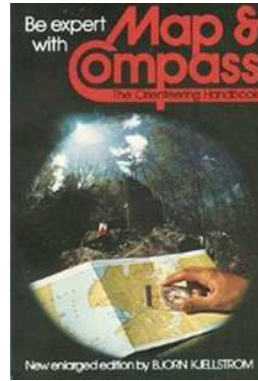
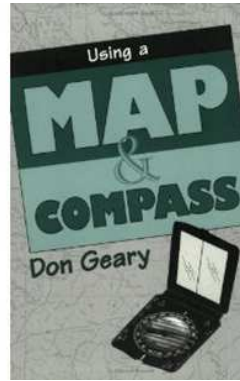
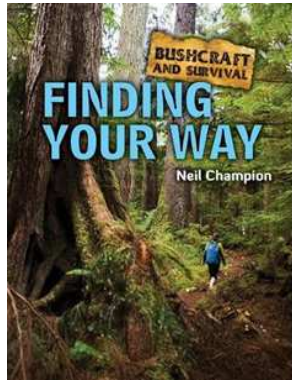
35: Sighting-In Firearms And Scopes: You can't expect to hit targets if your sights are off. Skills include making adjustments to iron sights and optics, use of laser boresighters, and "walking" shots onto target.



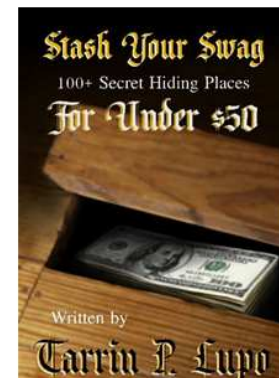
36: Cleaning Firearms: Clean guns are more reliable. Skills include field-stripping and reassembly of various firearms (without losing small parts), inspecting gun mechanisms for dirt and old cosmoline, caching cleaning supplies for weapons and optics for future use, and use of improvised substitutes, such as using bearing grease (if gun oil and cosmoline are not available), and producing home-made bore cleaner.



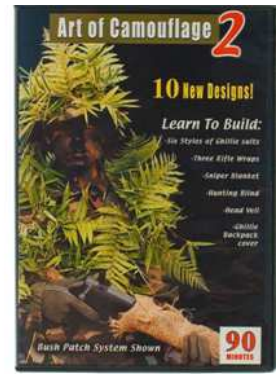
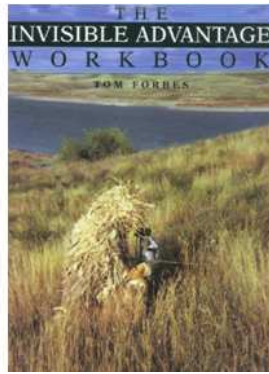
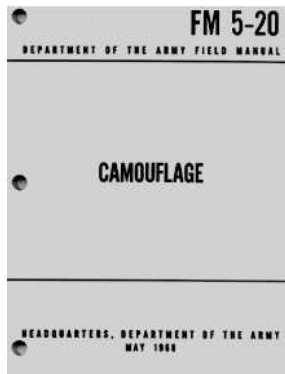
37: Basic Gunsmithing and Firearm Repairs: Gunsmiths may be unavailable after the zombie uprising! Skills include selection of gunsmithing tools, knowledge of basic repairs and adjustments, caching tools, supplies, and spare parts for future use, fabrication of tools and parts under primitive survival conditions, and knowing how to improvise as needed (computers often use the same tiny screws as guns and optics).



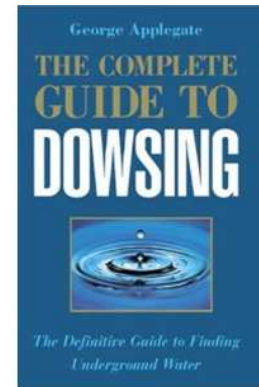
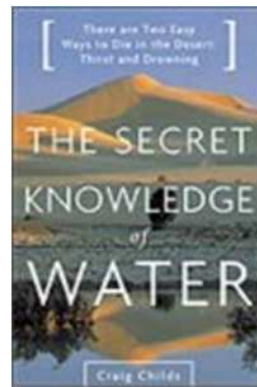
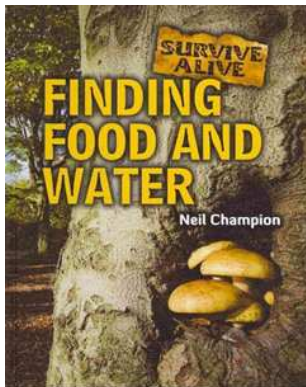
38: Use of Map and Compass: GPS units may not work after Skynet becomes self-aware! Skills include knowing how to read and interpret maps, topo maps, and pilots sectionals, how to take compass bearings, and how to navigate from one location to another in various terrains, bad weather conditions, and at night.



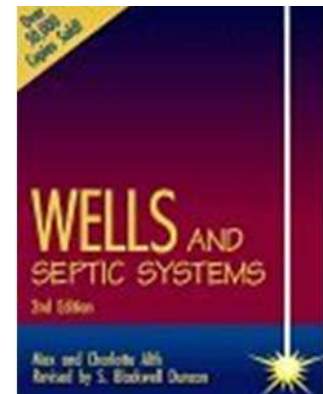
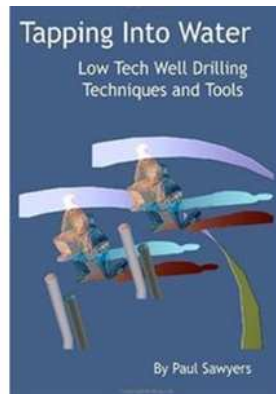
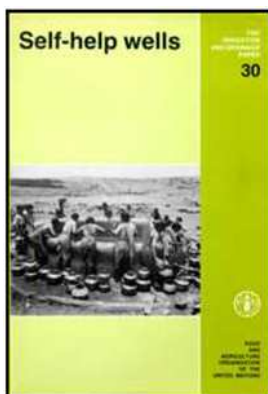
39: Hidden Storage and Secret Compartments: While I prefer to bury my treasures, hiding stuff in secret compartments allows for fast and easy access. Skills include knowing where to purchase ready-made objects with hidden storage spaces, and how to make your own secret compartments, and secret rooms.



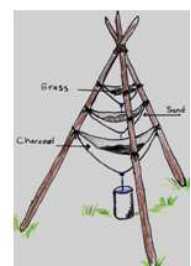
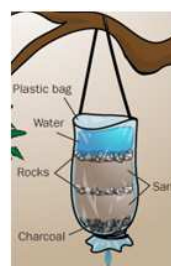
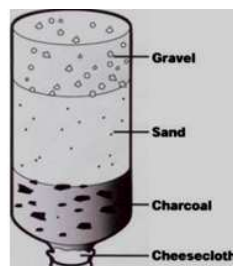
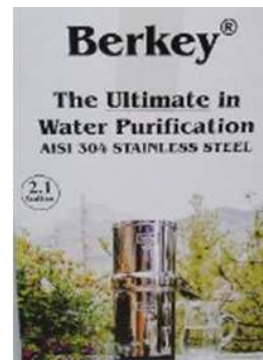
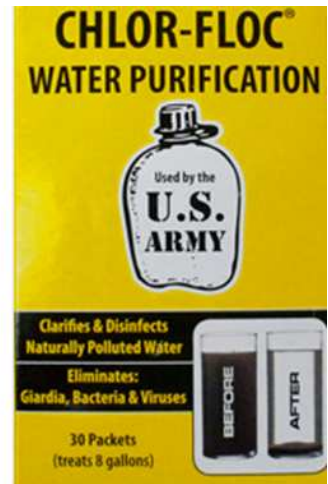
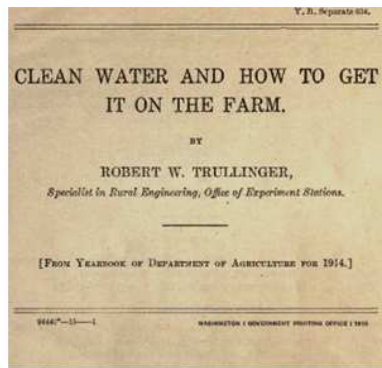
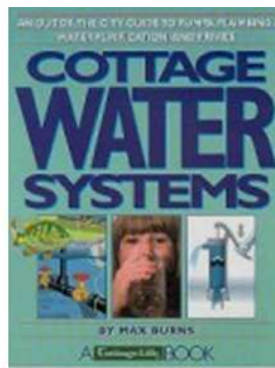
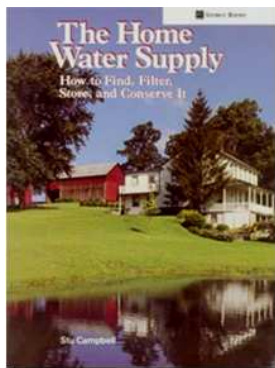
40: Use of Camouflage: Blending in is a good way to avoid detection. Skills include knowing how to disguise yourself, your campsite or retreat, your vehicles, and your equipment and supplies. Bonus points for the use of "poor camo", which is the art of making stuff look worthless (fake rust on your car, etc).



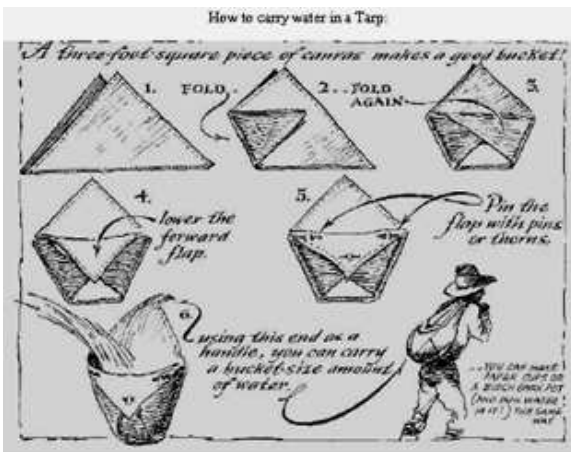
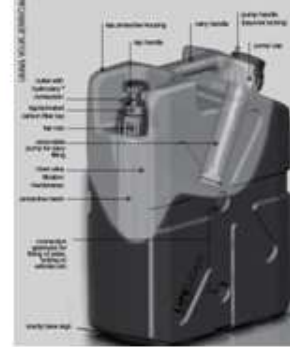
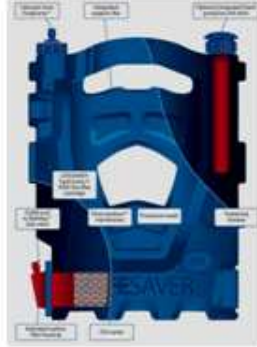
41: Finding Water: This skill is making me thirsty! Skills include reading the landscape, to locate water drainage patterns, finding water seeps at the base of cliffs, following game trails and animal signs to locate watering holes, and knowing where and how to dig for sub-surface water, when surface supplies run dry.



42: Making Water Wells: Sometimes underground water is “well” below the surface! Skills include knowing how to make hand-dug wells, how to dig safely, and how to make simple hand-driven wells.



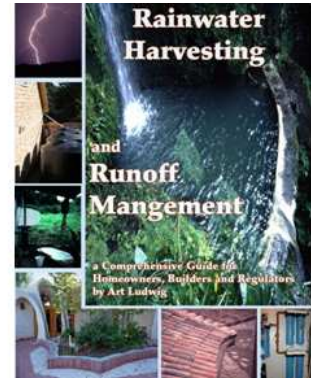
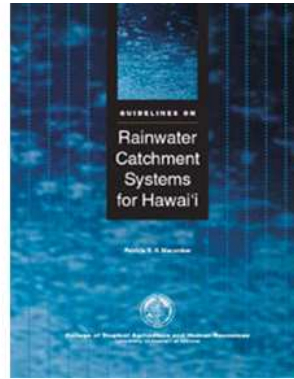
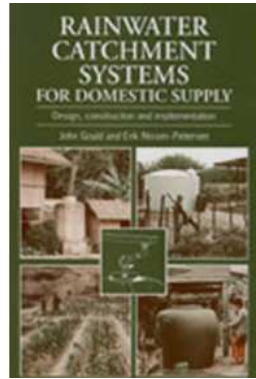
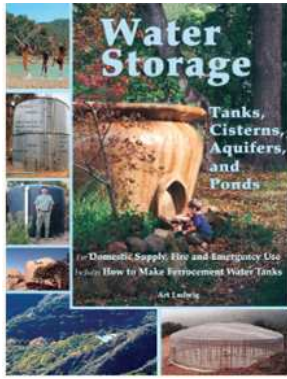
43: Purifying Water: Skills include knowing how to purify water by boiling, filtering, or distilling, and by treating with chemicals, or ultraviolet light. Also how to use various commercial filters, and how to make your own improvised filters, using alternating layers of sand, gravel, and crushed home-made charcoal.



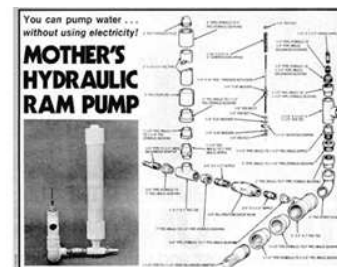
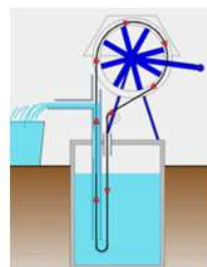
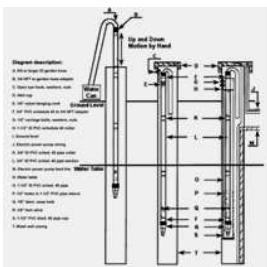
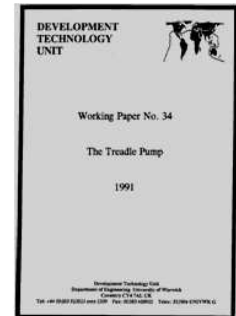
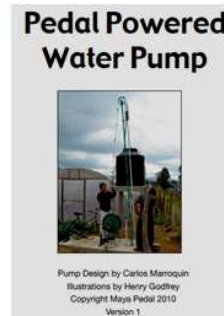
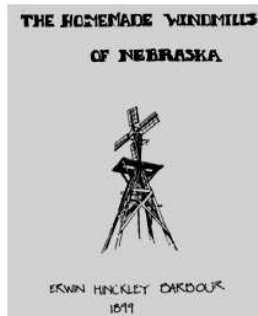
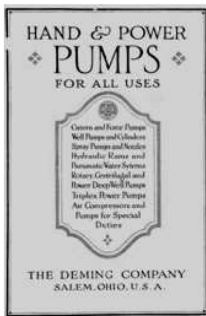
Although inner tubes aren't as common as they used to be, this is a simple way to convert one into a bucket. (You can also use this trick to carry water in a section of life raft, or rubber boat, or inflatable water toys.)



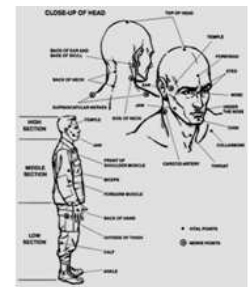
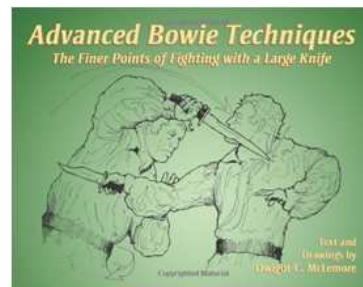
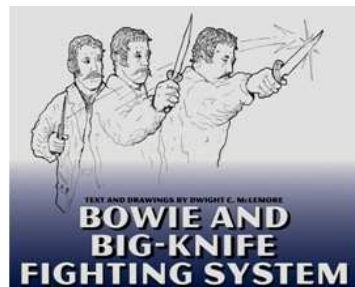
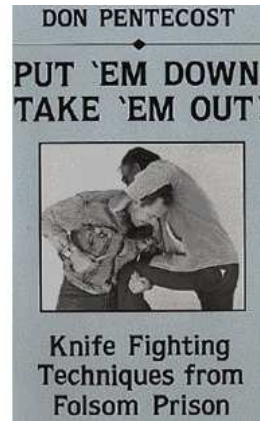
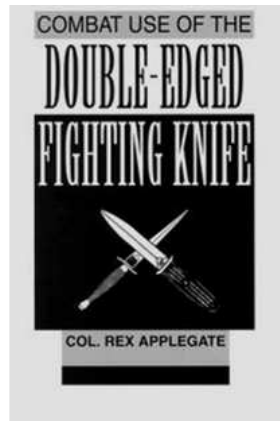
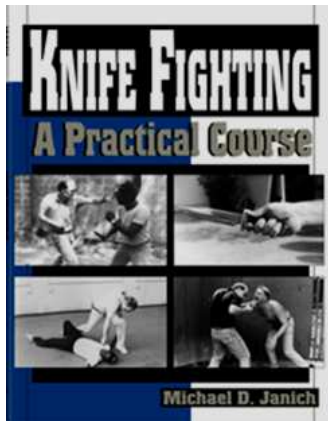
44: Transporting and Storing Water: While the army surplus “water buffalo” trailer is a good way to store and transport water, not everybody has one. Alternatives include commercially-available water jugs, hydration packs, and jerry cans. Skills include knowing how to carry water in a tarp or inner tube, how to make water bags from animal skins, and how to carry water bags slung underneath your pack animals.



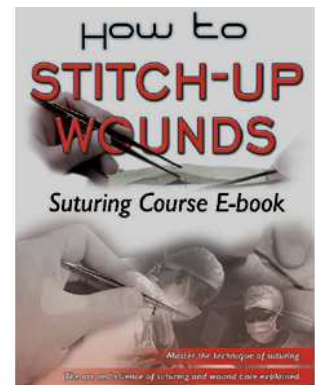
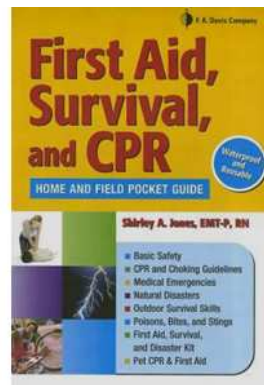
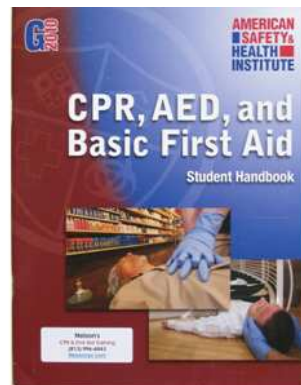
45: Making Rain Catches: Humans have been catching water for future use, for thousands of years. Skills include knowing how to construct cisterns and simple dams, and how to improve natural rain catches.



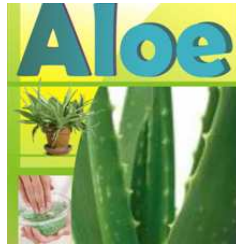
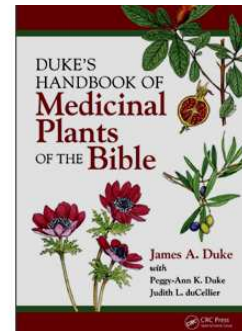
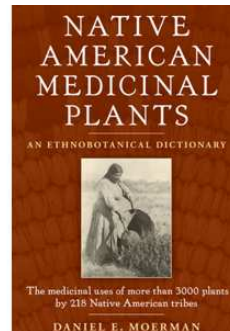
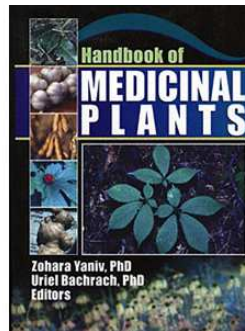
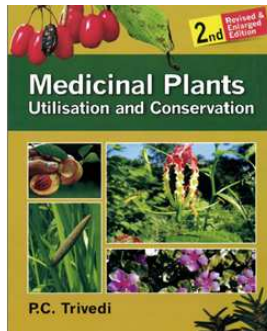
46: Making Simple Pumps and Windmills: Skills include knowing how to build the different types of simple pumps and windmills, and how to route pumped water to holding tanks, water troughs, and fields.



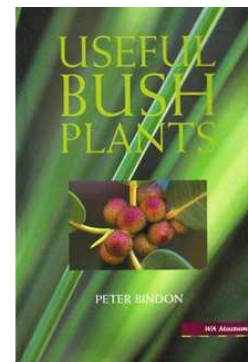
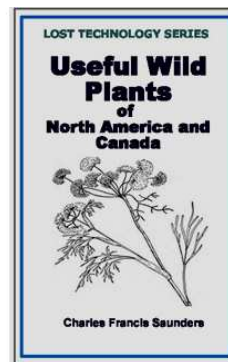
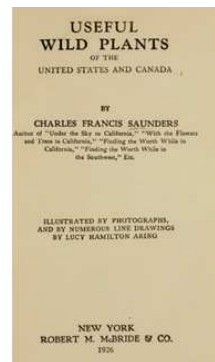
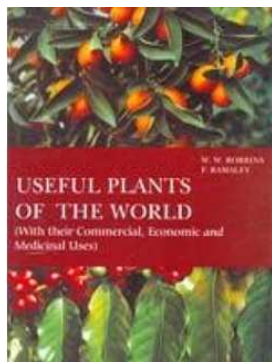
47: Knife Combat and Defense: Gut them, before they cut you! Skills include selection of combat blades, knowledge of human and animal anatomy and knife strike zones, and knife combat strategies and tactics.



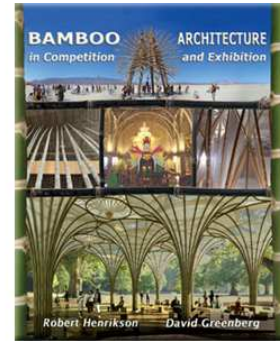
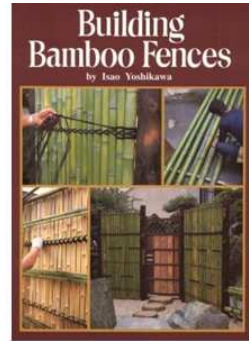
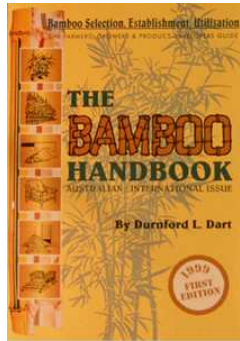
48: Basic First Aid and CPR: Deal with medical emergencies (such as knife wounds). Skills include knowing how to stop bleeding, splint broken limbs, give CPR, use sutures and surgical staplers, how to select and administer medicines, and how to perform emergency dental procedures (such as extractions). Bonus points for acquiring the books “Where There Is No Doctor”, and “Where There Is No Dentist”.



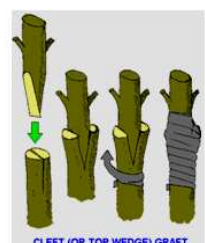
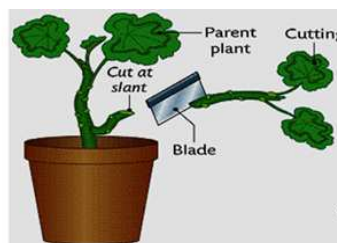
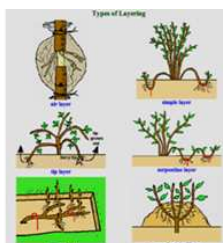
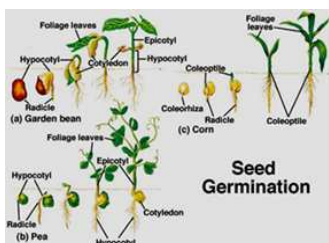
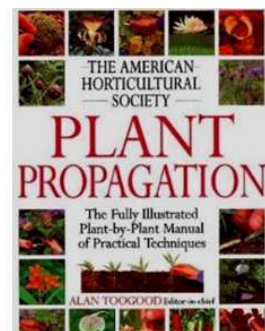
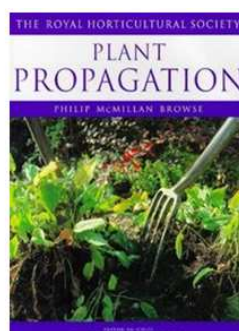
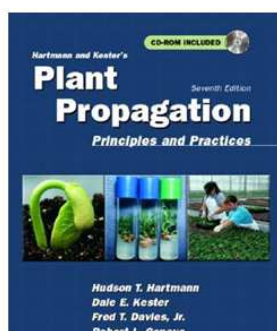
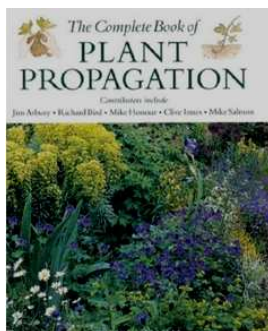
49: Identify Medicinal Plants: Need aspirin? - Eat willow bark! Skills include being able to positively identify and use common medicinal plants, and to identify and avoid any similar poisonous plants.



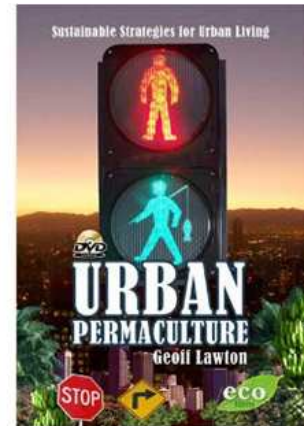
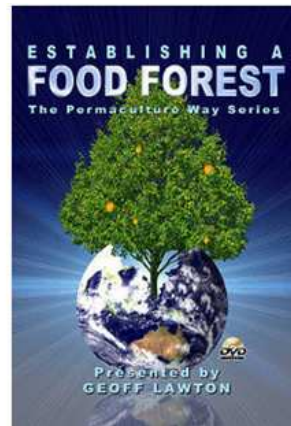
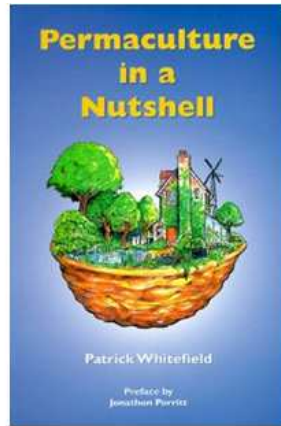
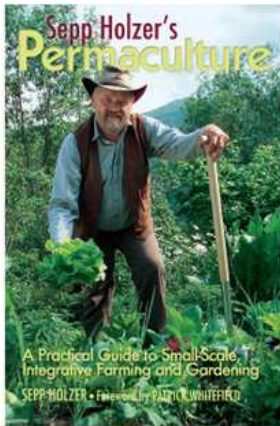
50: Identify Useful Plants: Skills include knowing the uses for various common plants, such as cordage, basketry, fire-making, and containers, and knowing how to convert the plants into those useful items.



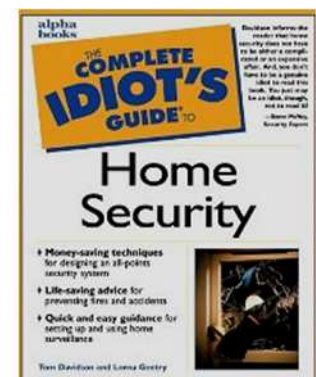
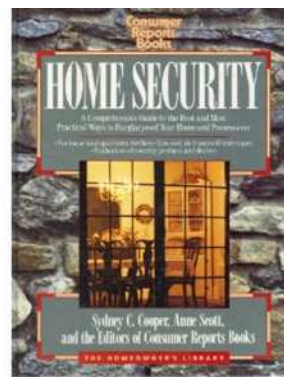
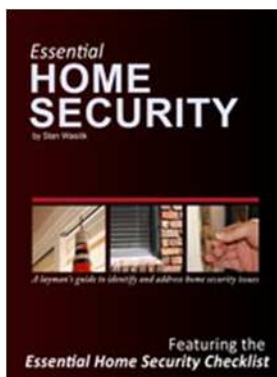
51: Grow and Use Bamboo: The world's most useful plant, with thousands and thousands of uses. Skills include knowing how to tie poles together, using pioneering lashings, how to join poles, by making the various types of bamboo joints, knowing the designs for bamboo buildings, shelters, furnishings, fences, bridges, towers, water wheels and windmills, and knowing how to use strips of green bamboo as lashings.



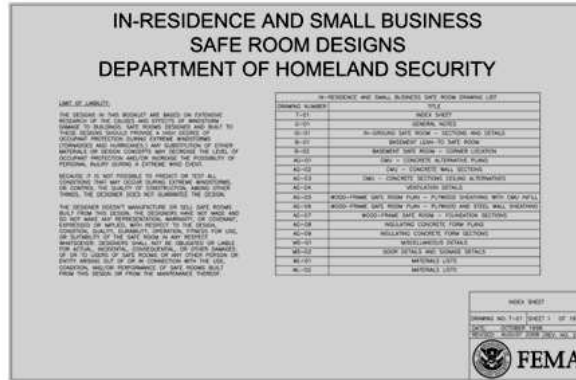
52: Plant Propagation Techniques: Seeds aren't the only way to get more plants. Skills include knowing how to germinate seeds, start plants from cuttings, propagate plants by layering, and how to do grafting.



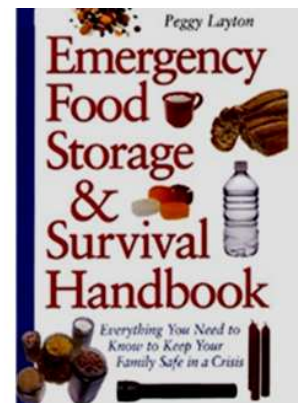
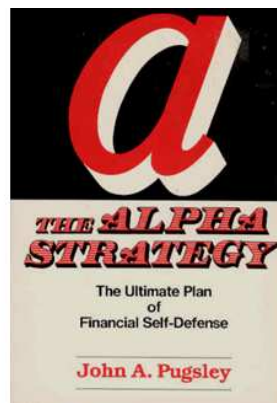
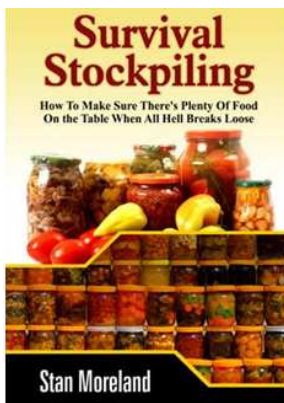
53: Edible Landscaping and Permaculture: Fruit trees, nut trees, grape vines, and berry bushes are types of food-producing plants to plant and grow, to provide a permanent food supply at your home or retreat area.



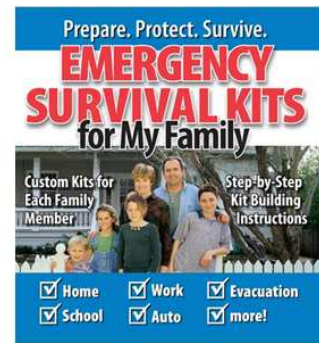
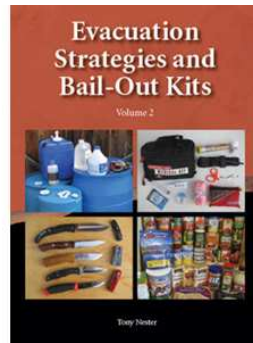
54: Home Security: Skills include use of locks, safes, alarms, security cameras, guard dogs, gun safes, home defense firearms, and concealed safe rooms, to protect your family, possessions, and supplies. Bonus points for using hidden storage and secret compartments, and diversion safes to fool burglars.



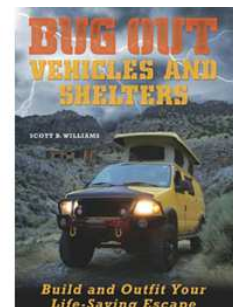
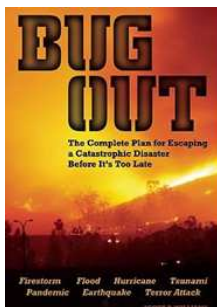
55: Construct Safe Rooms and Storm Shelters: Build them before you need them! Safe rooms, tornado shelters, fallout shelters, & survival bunkers can all add to your chances of living through adverse events.



56: Stockpiling: Along with learning survival skills, advance stockpiling of survival equipment and supplies is one of the best ways to deal with inflation, shortages, and possible ownership restrictions. A year's supply of food, basic camping gear, and a supply of guns and ammo are good starting points.



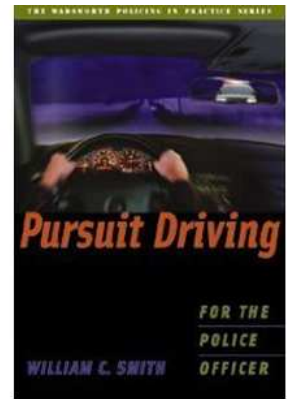
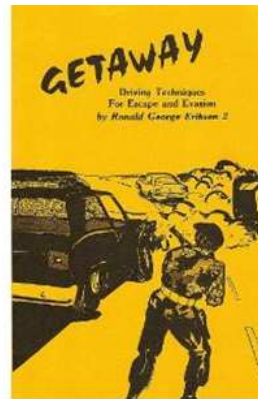
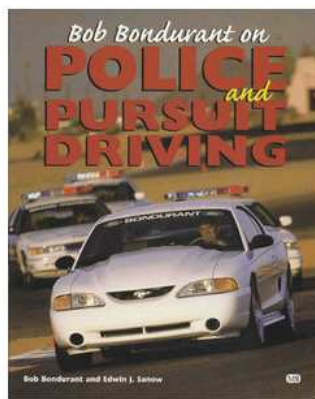
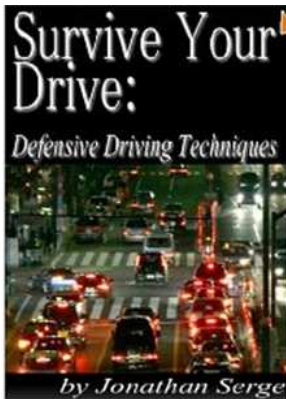
57: Make Survival Kits: Once you own survival gear, you will want to organize it into groups, or kits. Survival kits include pocket-size survival kits, waist pack kits, briefcase kits, backpack kits, vehicle kits, and caches. Types of kits include EDC (every day carry) kits, threat response kits, bugout kits, arctic kits, ocean (liferaft) kits, escape and evasion kits, disguise kits, pioneering (cabin building) kits, and so on.



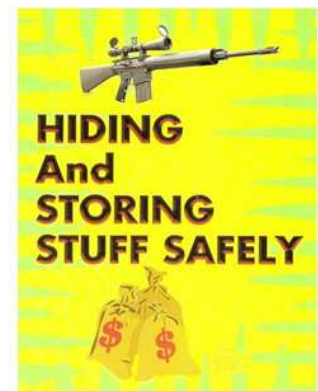
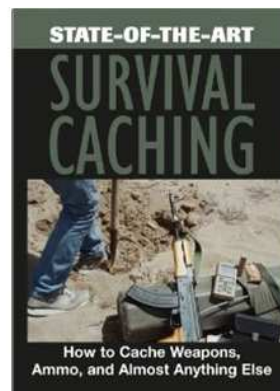
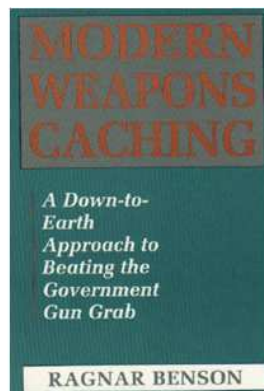
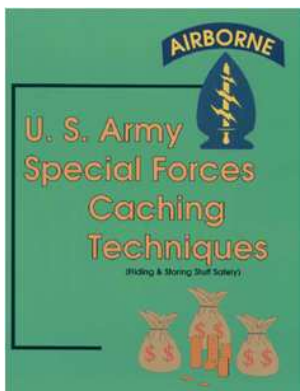
58: Bugout Techniques: Since most people live in large cities, fleeing during disasters is a necessary skill. This includes creating bugout kits, selecting bugout vehicles, escape routes (and alternate routes), picking a destination (vacation cabin or survival retreat), and possibly making supply caches along the evac routes.



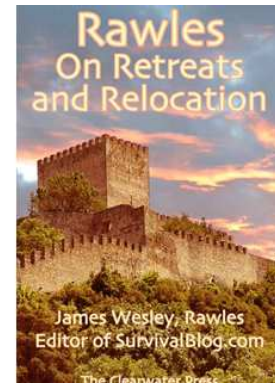
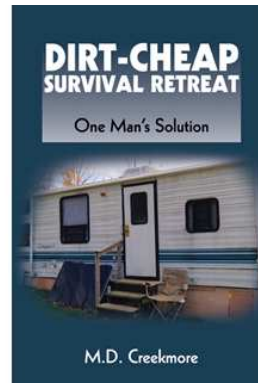
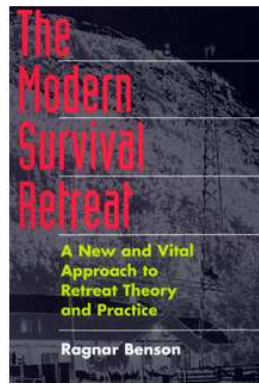
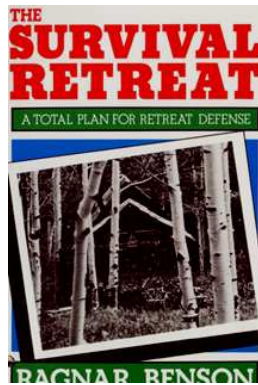
59: Mobile Retreating: Mobile retreating is like RV living for survivalists. Although travel during survival situations is dangerous, you should have the option available, if needed. Skills include selecting vehicles and trailers, selecting multiple destination areas, placing supply caches at destination areas, knowing how to make foxholes and fighting positions, for defense of destination areas, and counter-ambush techniques.



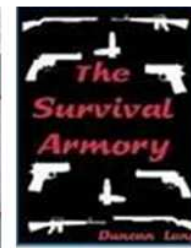
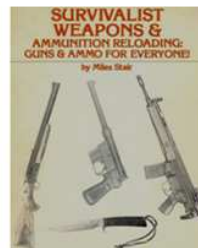
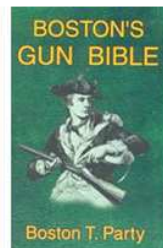
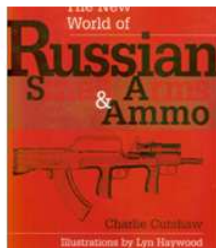
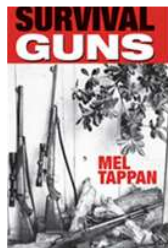
60: Defensive Driving: Avoiding accidents and ambushes. Skills include situational awareness, experience driving in bad weather, and under adverse conditions, and selecting gear for your vehicle emergency kits.



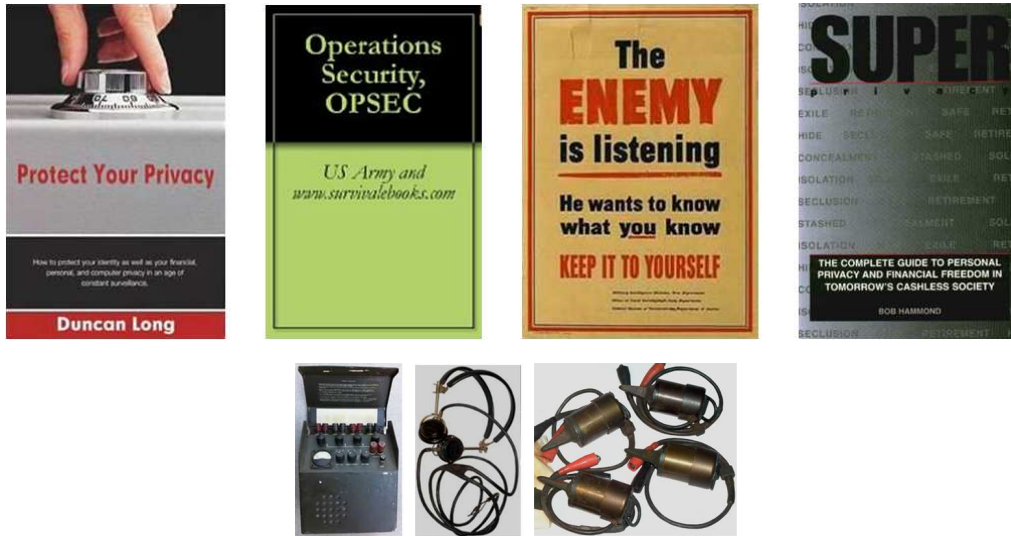
61: Survival Caching: A hidden supply, to keep you alive! Caching requires secrecy, so skill number one is OPSEC, OPSEC, and more OPSEC! Other skills include selection of cache contents, using desiccants and other aids to keep cache contents in good condition, sealing caches properly, and locating them again.



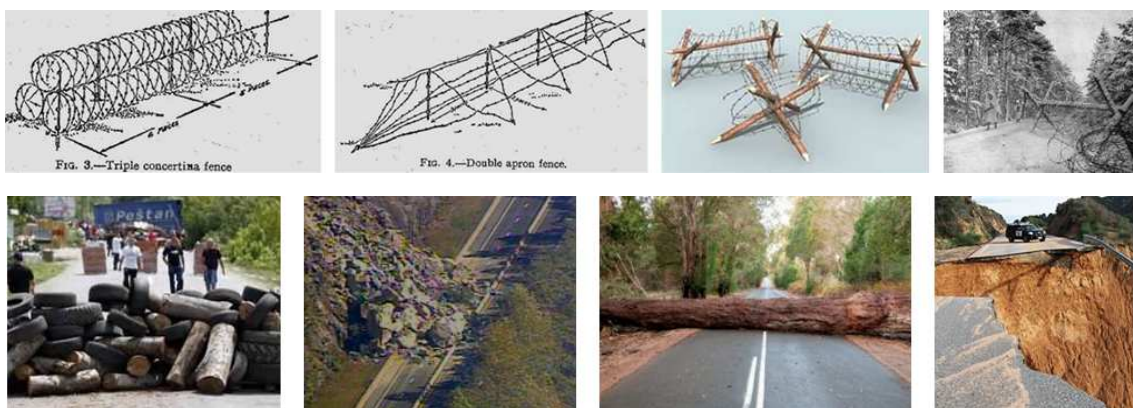
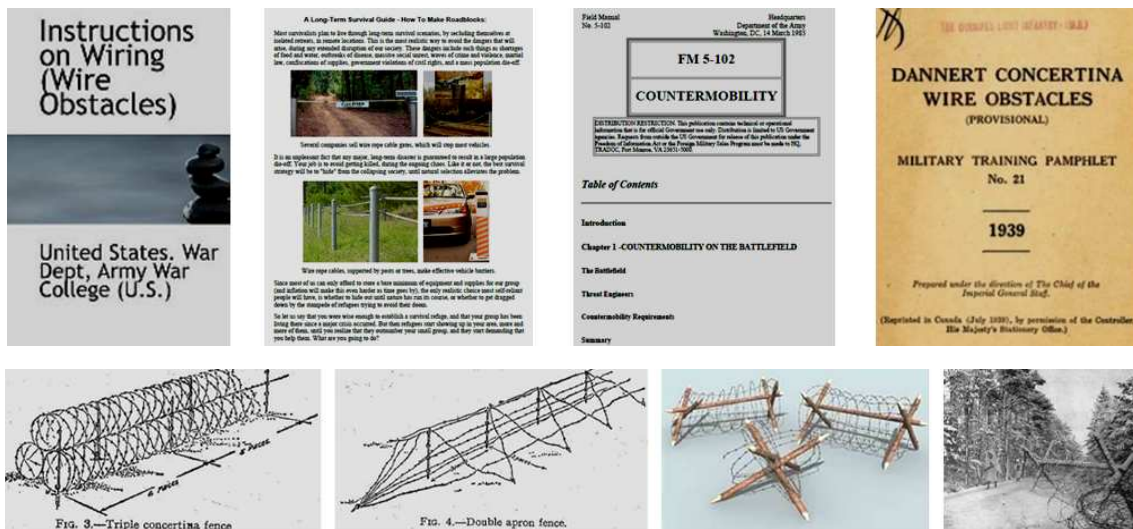
62: Establishing A Survival Retreat: Everyone should have at least one! Skills include selection of retreat locations, construction of defensive positions, hardening structures against burglars and attackers, use of camouflage to hide structures and activities, development of water supplies, establishing gardening plots, orchards, vineyards, and livestock pens and shelters, and pretty much every other skill listed in this article.



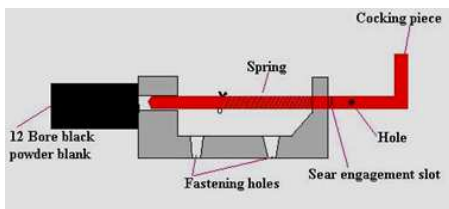
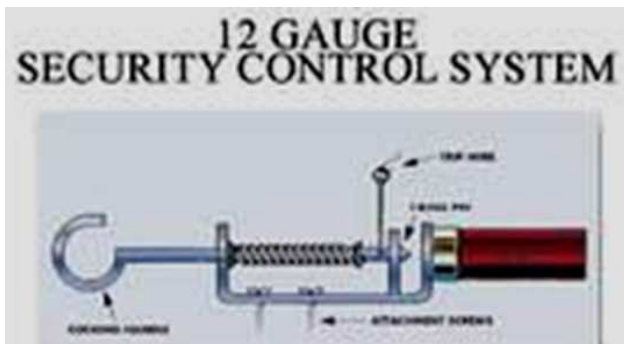
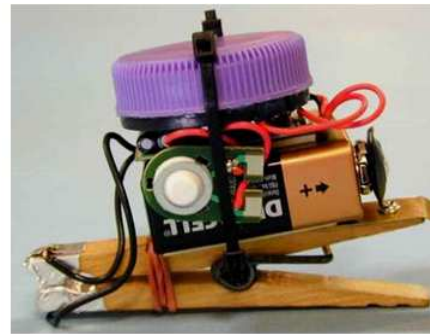
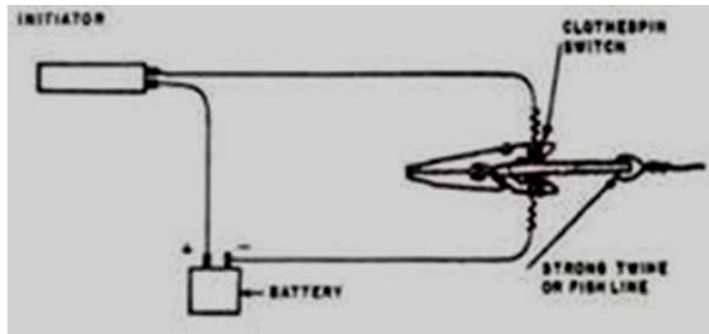
63: Select Survival Guns: The two basic survival tools are a good knife, and a reliable survival firearm. Skills include learning which guns are best for various uses, and how to modify guns to be more useful.



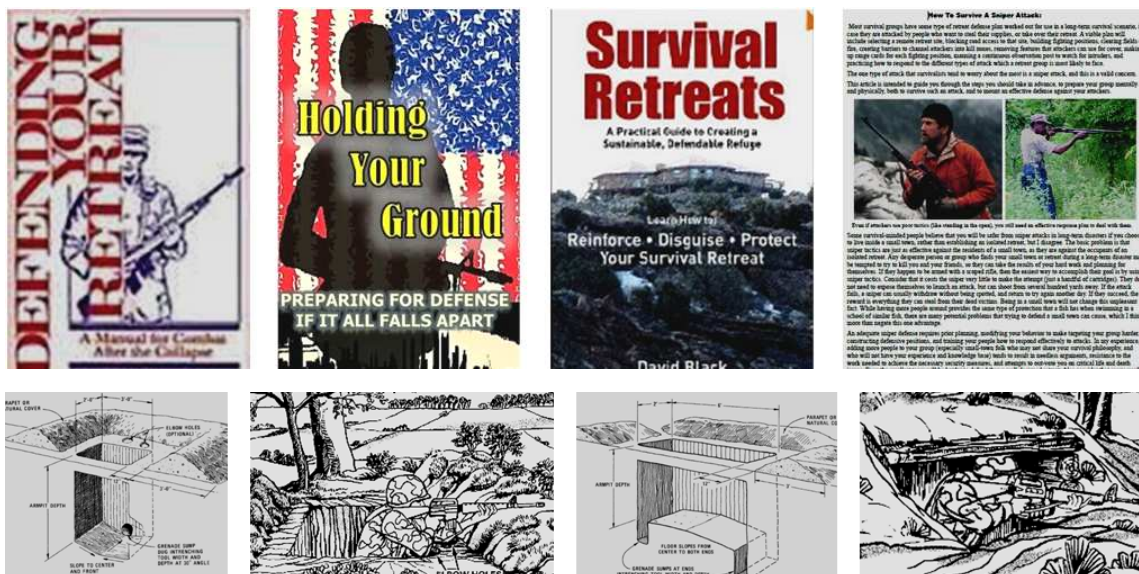
64: OPSEC: Operational Security is the art of keeping secrets. Skills include information security (don't tell anyone about your plans, guns, supplies, retreat, or even that you have an interest in such things), cyber security (always browse the internet anonymously), physical security (keep your home, vehicles, and equipment secure, use security cameras and alarms), light security (keep a low-visibility profile, day and night), noise security (avoid give-away noises, example: build an underground target practice tunnel), and misdirection security (have alternate explanations for your activities, such as "camping trips", etc).



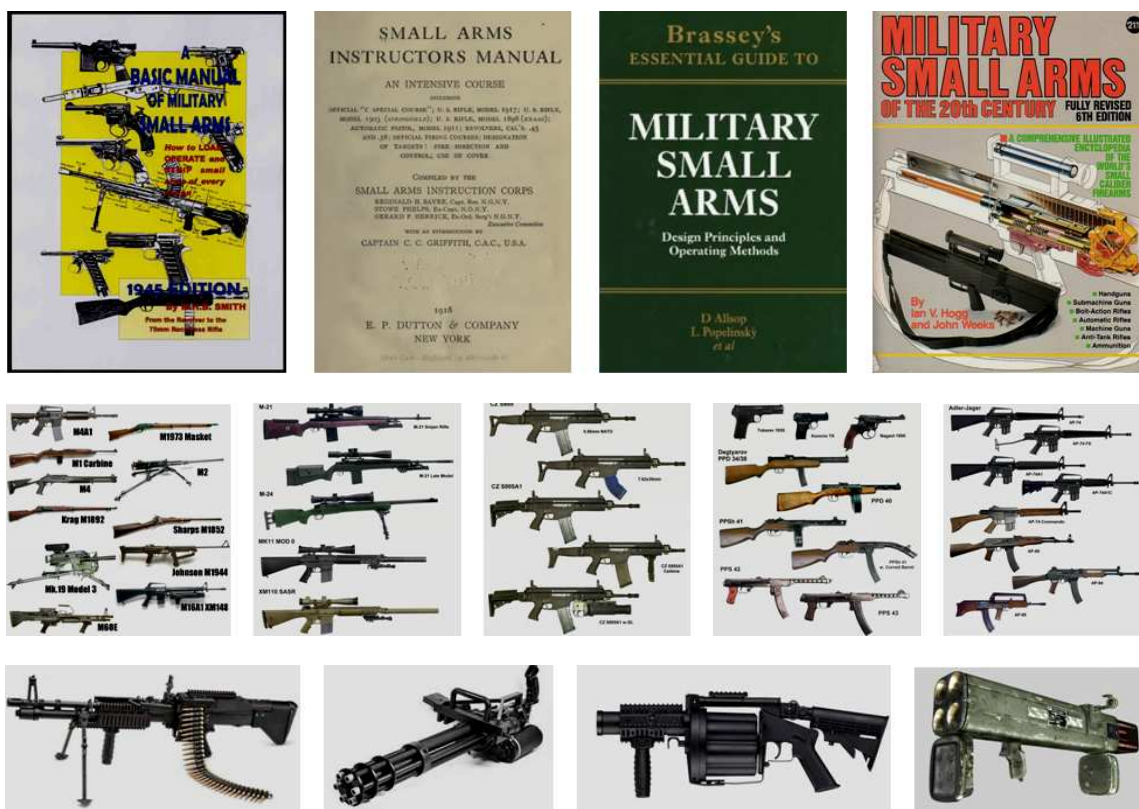
65: Make Roadblocks: Keep refugees away from your retreat area! Skills include picking good locations to block (natural choke points), and creating natural-looking obstacles, such as downed trees, rockslides, avalanches, collapsed roads, bridges, and tunnels. Bonus points for planning to create multiple obstacles. Extra bonus points for being able to make military-style wire obstacles from scrounged fencing materials.



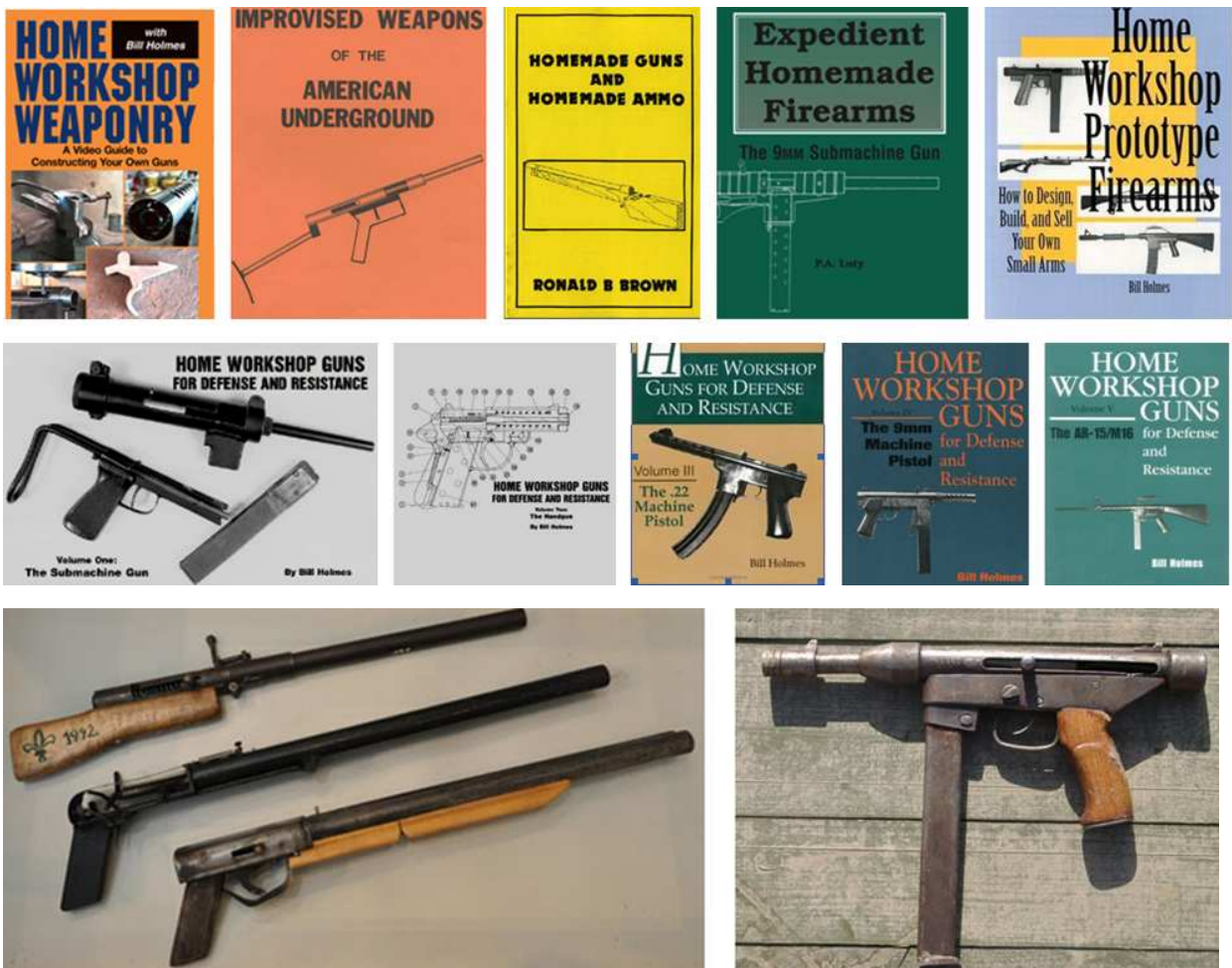
66: Make Simple Alarms: An easy way to find out if intruders are nearby is to use simple alarms, which can be based on electronic buzzers, mechanical bells, blank bullet noisemakers, or pneumatic air horns. The loud screams of enemy troops impaled on spiked booby traps also makes an effective alert (ha ha). Skills include selection and deployment of perimeter alarms, and camouflage of alarms and tripwires.



67: Retreat Defense: Get your stinking paws off my supplies, you darned cannibal mutant zombie! Retreat defense skills include selecting a remote retreat site, blocking road access to that site, building fighting positions, making crawl trenches, clearing fields of fire, creating barriers to channel attackers into kill zones, removing any features that attackers can use for cover, making up range cards for each fighting position, manning a continuous observation post to keep watch for intruders, using perimeter alarms, and practicing how to respond to the different types of attack which your retreat group is most likely to face.



68: Use Military Small Arms: Captured (or black-market) military arms are useful tools. Skills include loading, firing, field-stripping, cleaning, and reassembly. Bonus points for collecting the user manuals.



69: Make And Use Improvised Guns: You don't have to be unarmed just because the gun store is closed! Skills include how to make simple guns, how to make ammo, and how to safely test-fire improvised guns.



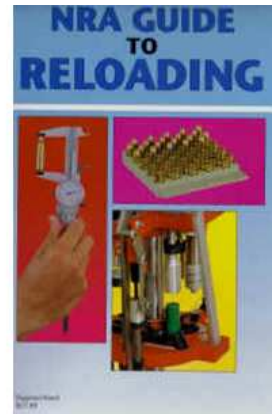
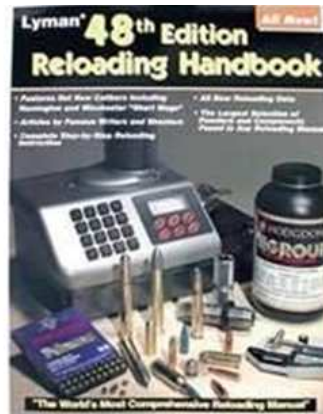
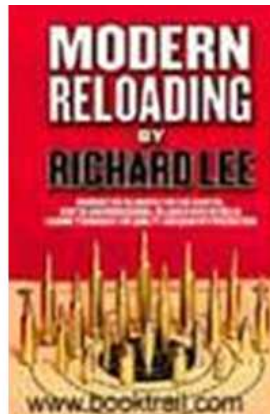
70: Use Night Vision Gear, and Night Combat Techniques: See the enemy at night, before he sees you! Skills include use of night vision binoculars, scopes, and cameras, and night vision gear maintenance.



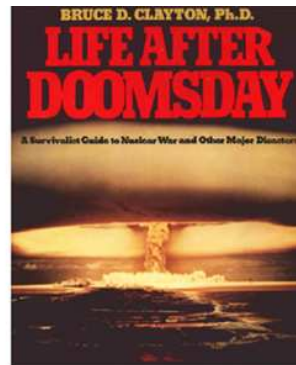
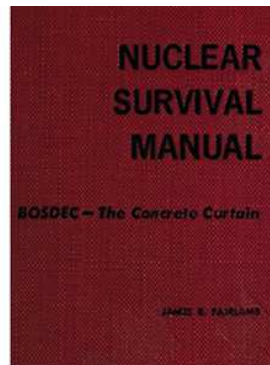
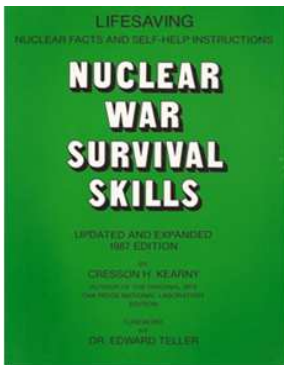
71: Use Gas Masks and SCBA Air Packs: When you can't breathe, nothing else matters! Skills include knowing how to use gas masks and air packs, and knowing their limitations (Example: gas masks do not supply oxygen). Extra skills include maintenance tasks, such as replacing filters and recharging air tanks. Bonus points for being familiar with how gas masks limit your ability to use rifles, and other long arms.



72: Tactical Radio Communications: If you don't have communications, the enemy has the advantage. Skills include Use of radios and walkies, use of brevity codes and code phrases, and monitoring skills.

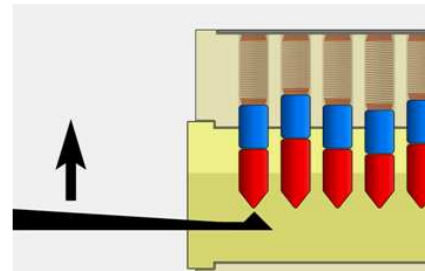
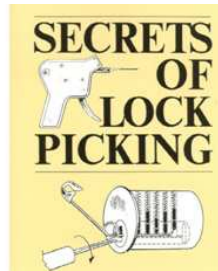
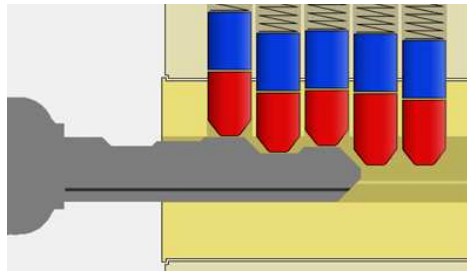
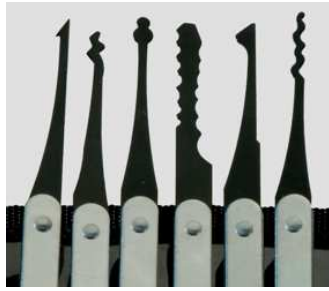
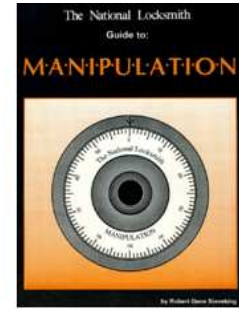
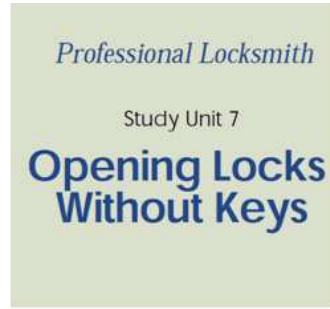
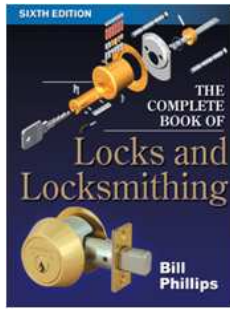


73: Reloading: A useful skill, when ammo is scarce! Skills include selecting reloading tools and supplies, knowing how to clean used brass, resize, reprime, and reload. Bonus points for caching extra sets of reloading equipment, gunpowder, bullet molds, and bulk lead ingots, for future use, and for bartering with.

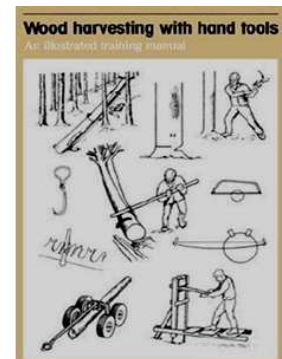
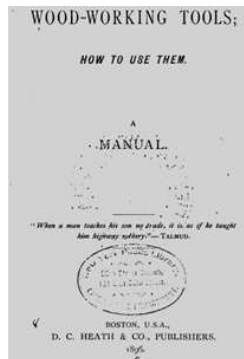
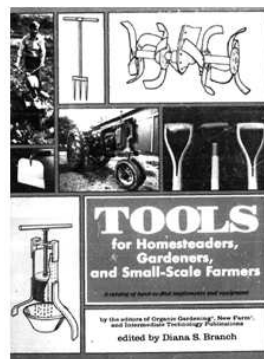
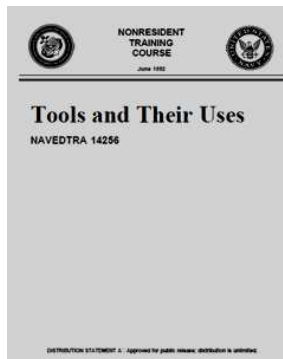


74: Nuclear War Survival Skills: Learn these skills, or learn how to glow in the dark! Skills include knowing how to use radiation detectors, understanding radiation and how to defend against it (time, distance, and shielding), how to make fallout shelters, how to decontaminate, and how to obtain clean food and water after a nuclear war, an atomic power plant meltdown, or a terrorist dirty bomb attack.

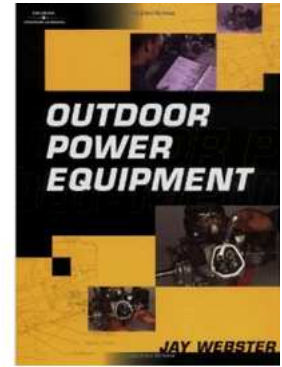
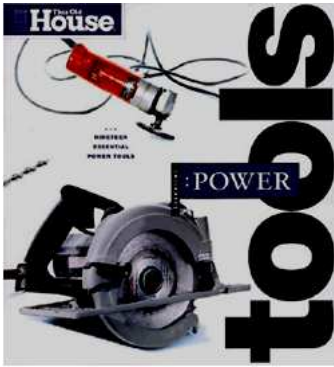
75: Make Fallout Shelters: Avoid turning into a radiation-induced mutant! Skills include knowing how to construct standard fallout shelters, how to make improvised shelters in building basements, how to select locations that can be adapted as fallout shelters (caves, tunnels, mines), how to dig hasty fallout shelters if no better option is available, how to decontaminate people and supplies, and how to filter drinking water.



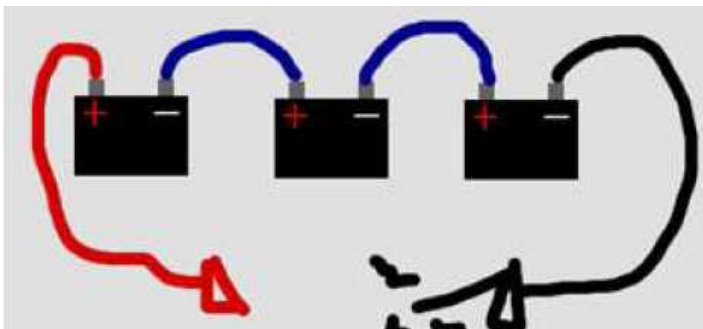
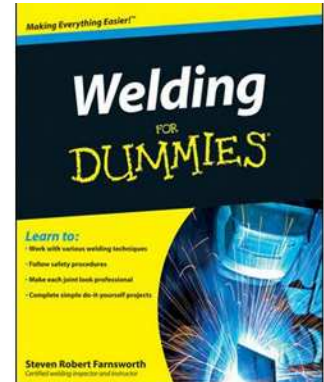
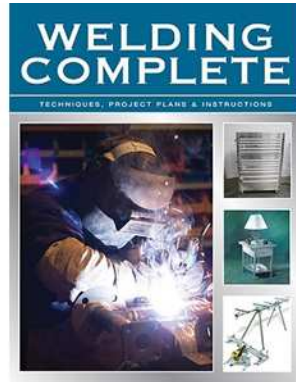
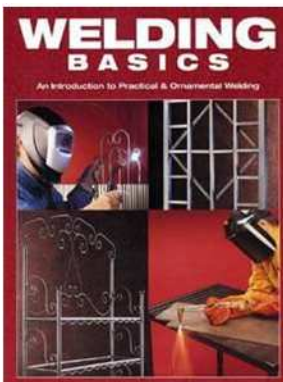
76: Locksmithing and Lock-Picking: There's never a locksmith around during a disaster! Skills include opening building locks, padlocks, and vehicle locks, making picks and creating keys, and opening safes.



77: Use Hand Tools: No power? No problem! Skills include selecting the right tool for the job, correct use of tools, safety and eye protection, tool maintenance, tool sharpening, and replacing broken tool handles.



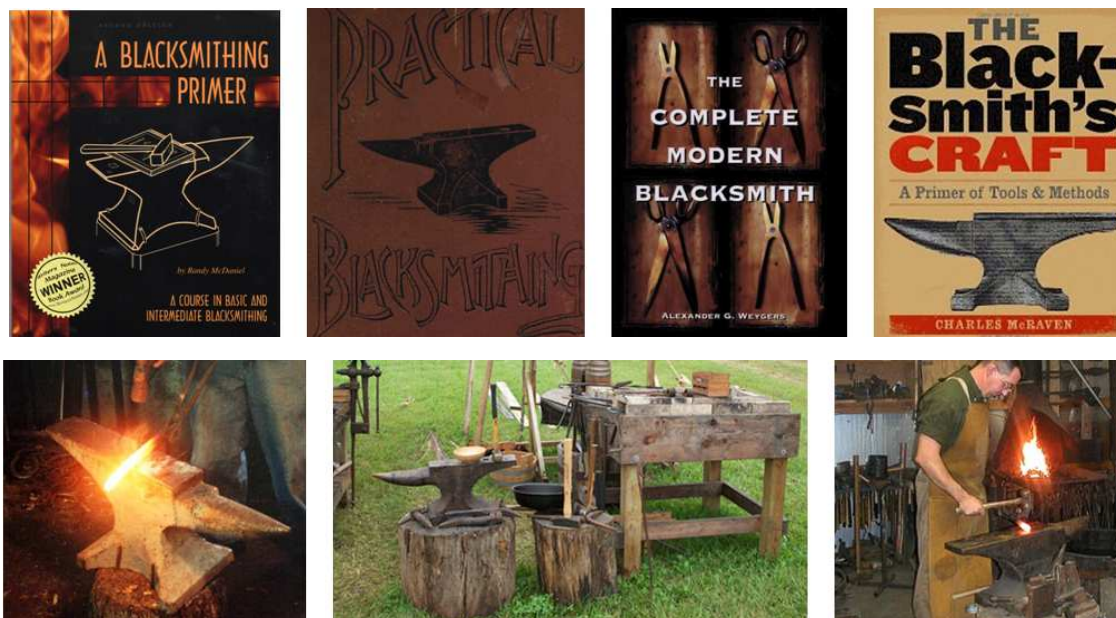
78: Use Power Tools: Faster, but also more dangerous! Skills include use of protective gear, safe handling techniques, proper tool use, and power tool maintenance (engine maintenance, chain saw sharpening, etc).



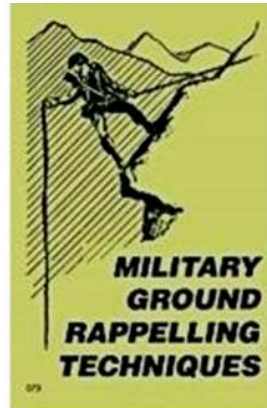
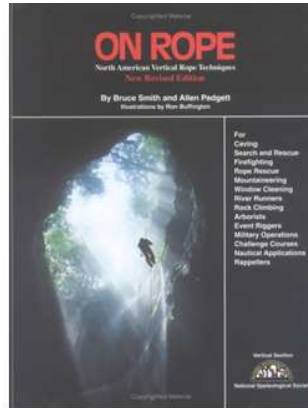
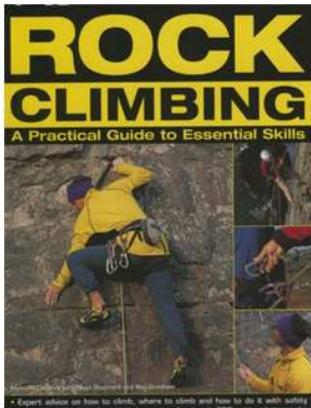
79: Basic Welding: Although there are many types of modern welders, anyone can learn the basics. Skills include selection of welder energy settings, use of protective eyewear, metal grinding and preparation, weld bead control, flux removal, weld testing, and weld rust prevention. Bonus points for learning to weld on multiple systems (stick, oxy-acetylene, Mig, Tig, etc). Extra bonus points for learning how to weld using an improvised welder made by connecting several car batteries together in series (use at least three).



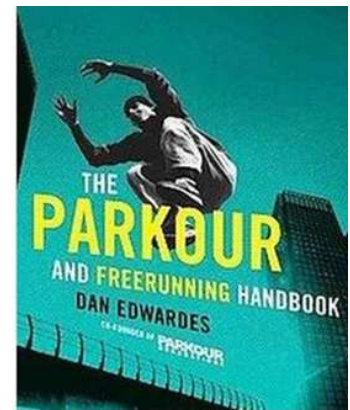
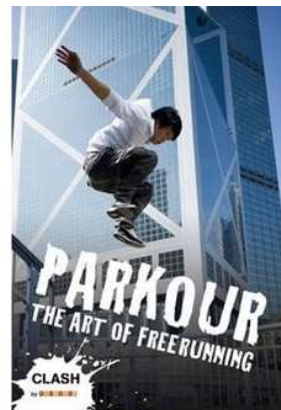
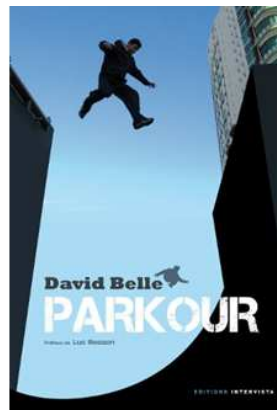
80: Basic Vehicle and Engine Repairs: Having vehicle repair skills can keep you from being stranded during a disaster, and can also let you make use of repairable vehicles abandoned by people who didn't know how to fix them. Skills include knowing how to do basic tasks (fix a flat tire), and being able to diagnose and fix common car problems. Bonus points for being able to improvise repair parts from any available materials (such as make a fan belt from cordage, or use a tree limb drag as a wheel substitute).



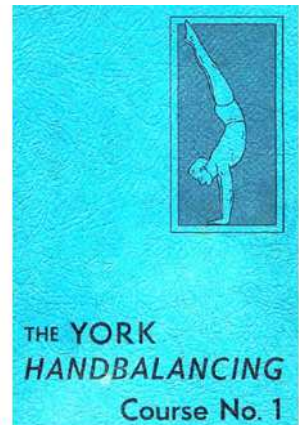
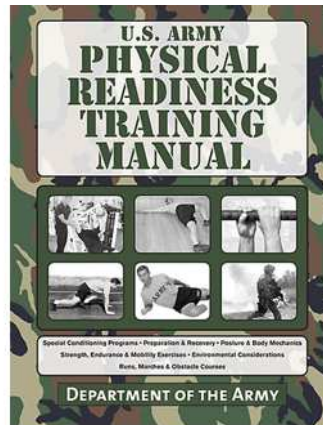
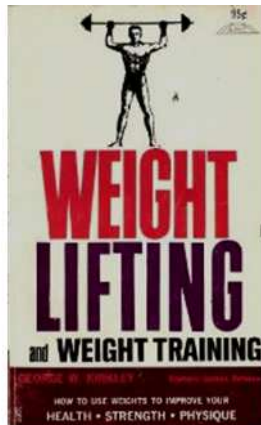
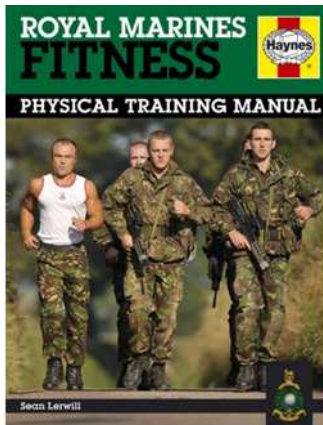
81: Blacksmithing: The most basic metalworking skill! Blacksmithing skills include making your own charcoal (or digging your own coal), building and using a simple forge, scrounging metal for survival blacksmithing, knowing how to use scrap metal pieces as crude hammers and anvils, making your own tongs, punches, and other basic blacksmith tools, and using these tools to make everything else you need.



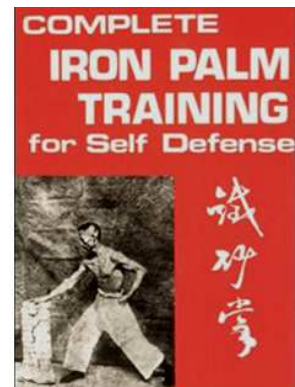
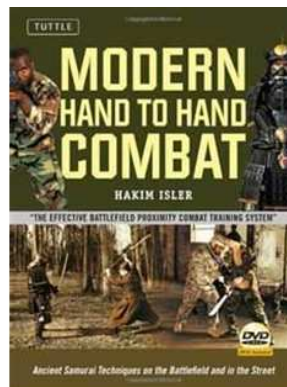
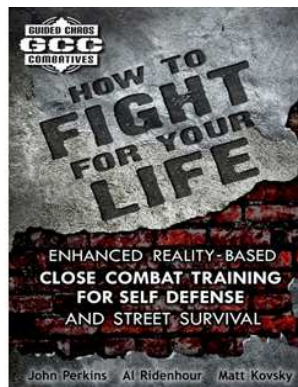
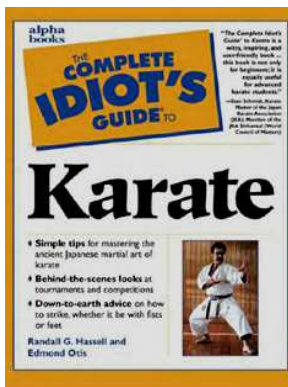
82: Technical Climbing And Rappelling: The ability to climb a cliff, or rappel down from one, can come in handy. So can the ability to escape from a burning building by rappelling. Skills include tying knots, using anchors, ascenders, descenders, and prusik knots. Bonus points for making an improvised harness.



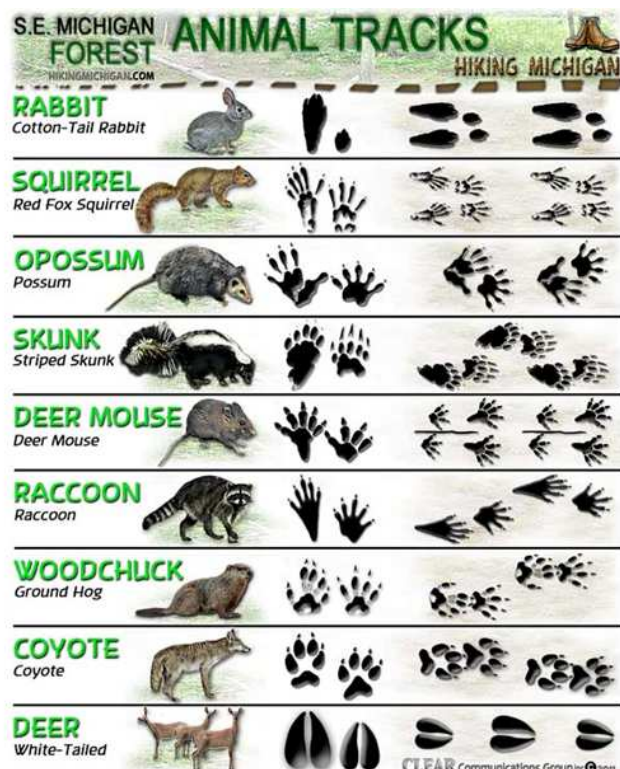
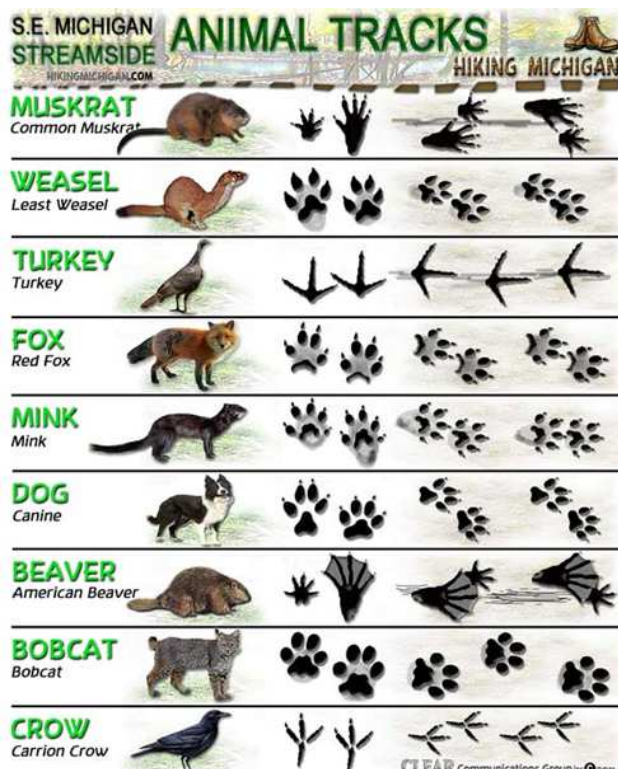
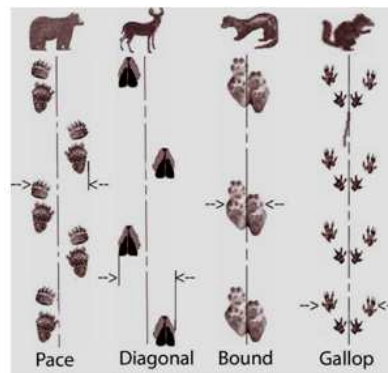
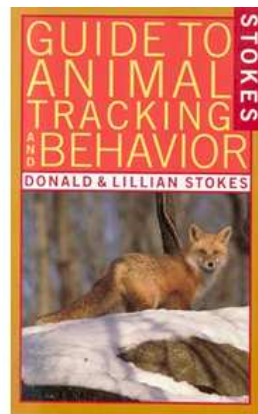
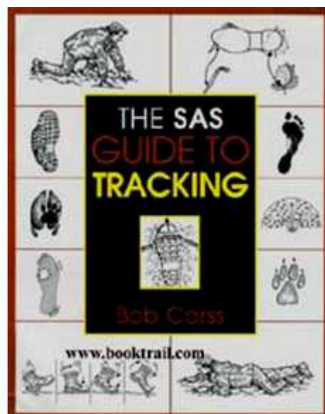
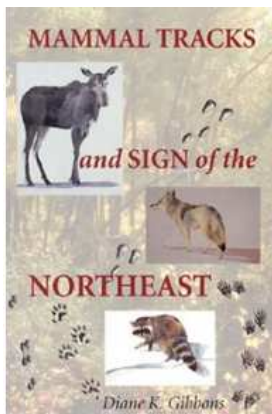
83: Parkour Free Running: Learn to move like a squirrel! Skills involve learning the various leaps, jumps, climbing and gymnastic moves that make up the sport. Bonus points for winning American Ninja Warrior.



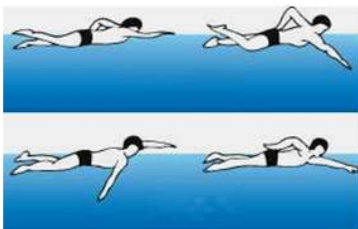
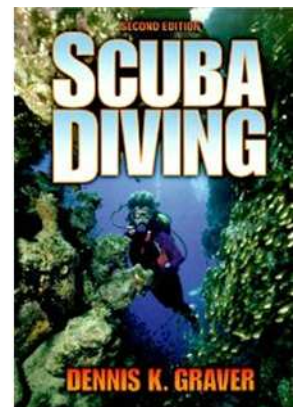
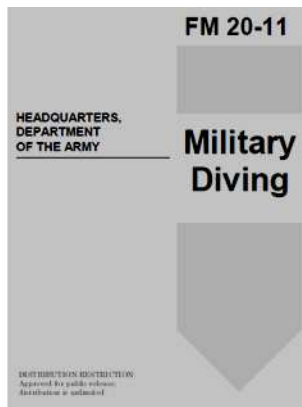
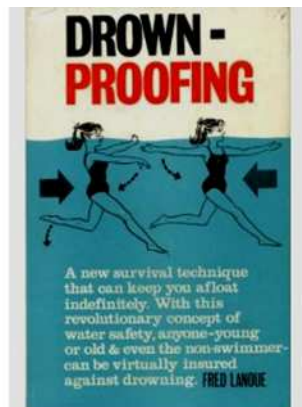
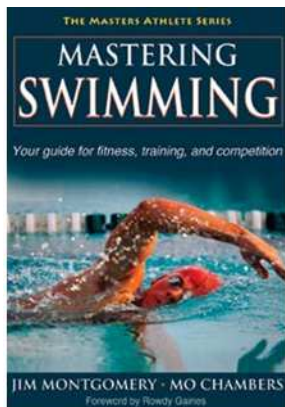
84: Physical Conditioning: Shape up, or you'll never outrun those zombies! Skills include climbing, running obstacle courses, doing calisthenics, lifting weights, carrying a pack, paddling a canoe, etc.



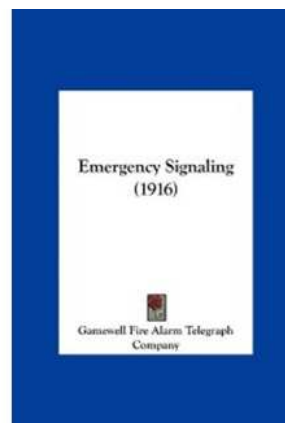
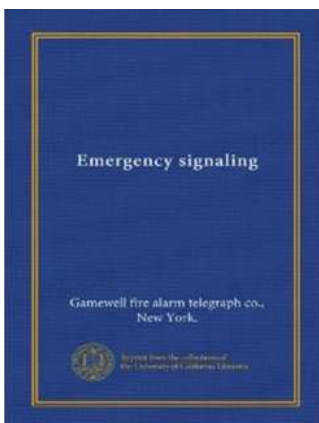
85: Martial Arts and Self-Defense: The martial arts are great for conditioning and self-defense training. Skills in any martial art form are well worth learning. Fencing, boxing, kickboxing, karate, kung fu, aikido, ninjitsu, tai chi, the bo staff, the nunchucks, the katana, and the broadsword, are just a few of your options.



86: Tracks And Tracking: The ability to read animal tracks is a valuable skill for any hunter. So is the ability to follow them. Another useful skill is the ability to conceal your tracks, to avoid being followed.



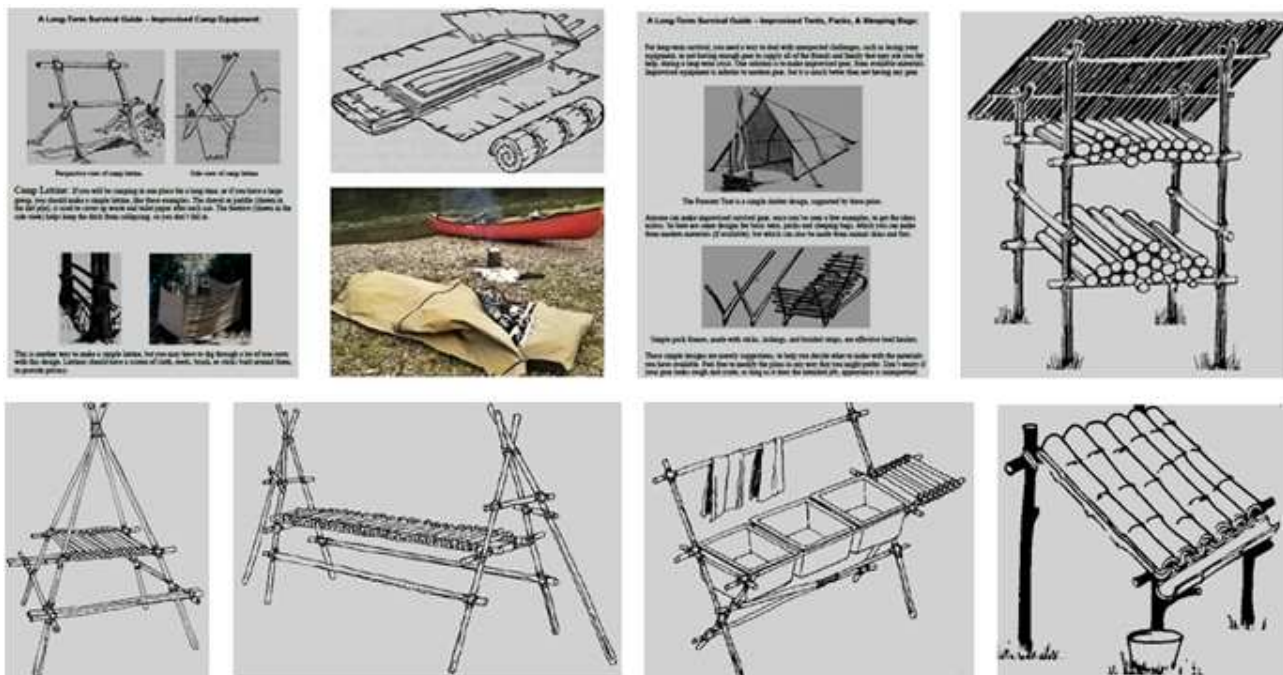
87: Swimming, Drownproofing, Snorkeling, Scuba Diving, and Spearfishing: Water can kill you if you're not prepared, so learn how to swim! Skills include basic swimming and drownproofing techniques, using snorkeling and scuba gear, swimming with boots on, with a pack, and with a rifle, and spearfishing skills.



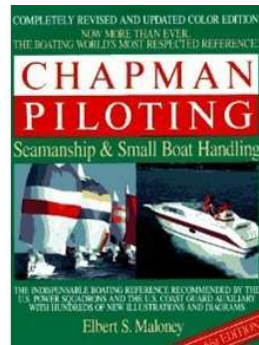
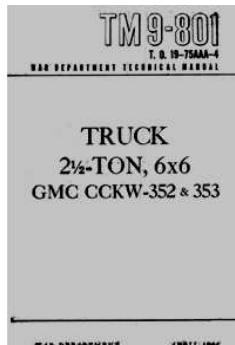
88: Emergency Signaling: Everyone should know how to signal for help. Skills include use of signal mirrors (and improvised substitutes), use of smoke signals, use of signal flares and flare guns, use of air horns, emergency whistles, and gunshots for signaling, and making large SOS signs, visible to aircraft.



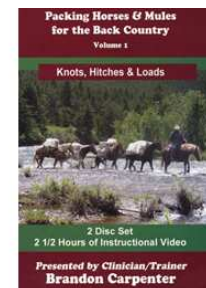
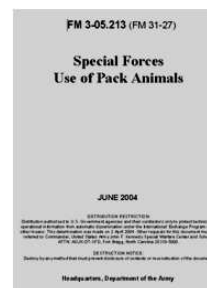
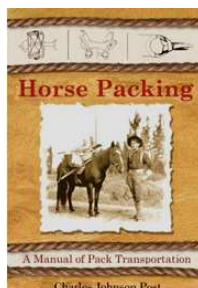
89: Improvised Lighting: Being in the dark without a light is really annoying! Skills include knowing how to make primitive torches and oil lamps, and how to use lamps and batteries from vehicles to make lights.



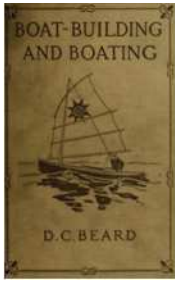
90: Making Bedrolls And Improvised Camp Gear: If you don't have basic camping gear, you can still make your own, using pioneering skills. Examples include bedrolls made from blankets and tarps, tents and packs made from sticks and cloth (or hides), and simple camp furnishings made from sticks, such as tables, chairs, washstands, firewood drying racks, water catches, cooking tripods, fences, and animal pens.



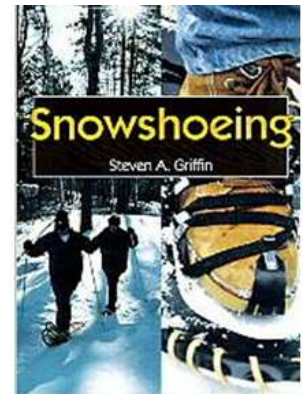
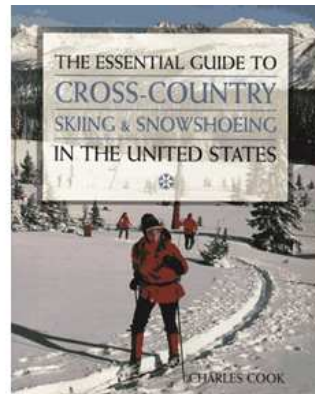
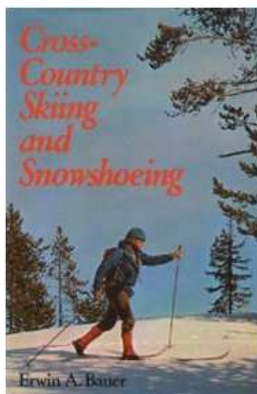
91: Operate Various Types Of Vehicles: The more kinds of vehicles you know how to use, the more travel options you have! Skills are those needed for each vehicle type, such as motorcycles, trucks, motor boats, sailboats, jet skis, snowmobiles and snow cats, small planes, helicopters, and assorted ultralight aircraft.



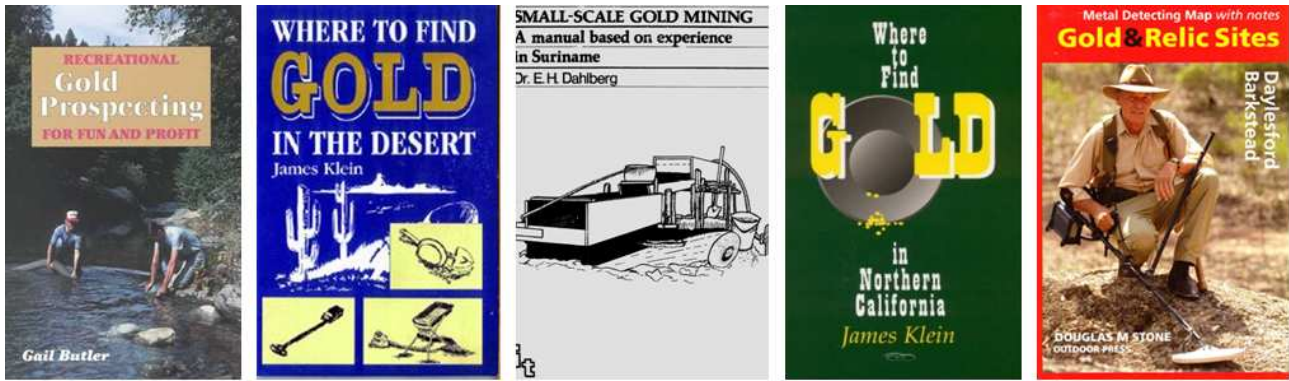
92: Ride Horses And Use Pack Animals: Just because you're out of gas doesn't mean you have to walk! Skills include knowing how to make improvised halters, bridles, saddles, and pack saddles, how to load and lash supplies onto pack saddles, and how to care for various types of pack animals (horses, mules, oxen, camels, llamas, and dogs have all been used). Bonus points for being able to catch wild horses.



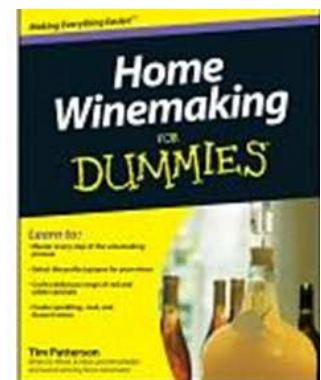
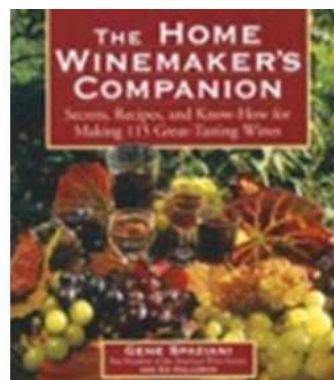
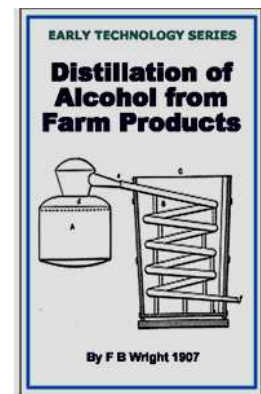
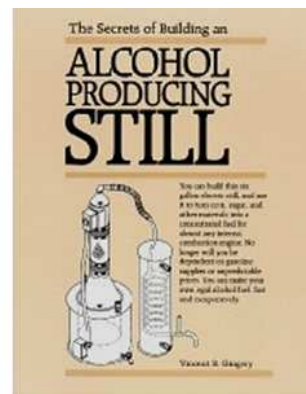
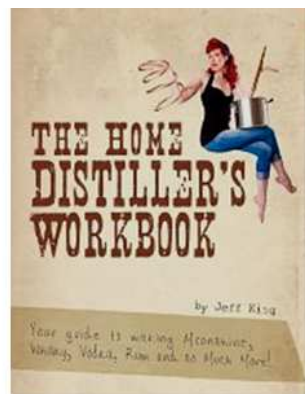
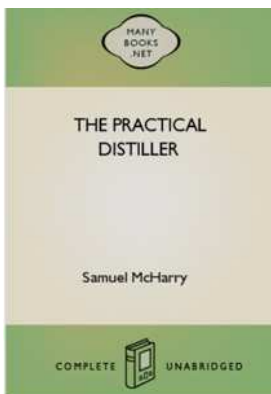
93: Make Primitive Boats and Rafts: One of the original forms of transportation (just ask Noah), primitive boats and rafts can be made from logs, bamboo, birch tree bark, or buoyant reeds tied into large bundles. Bonus points for making boats and rafts from scrounged modern materials, such as used plastic barrels.



94: Use Snowshoes and Skis: Two simple ways to move over snowy terrain! Skills include basic downhill and cross-country skiing techniques, care of skis and snowshoes, and simple repairs. Bonus points for knowing how to make improvised snowshoes, and improvised snow goggles (to prevent snow blindness).



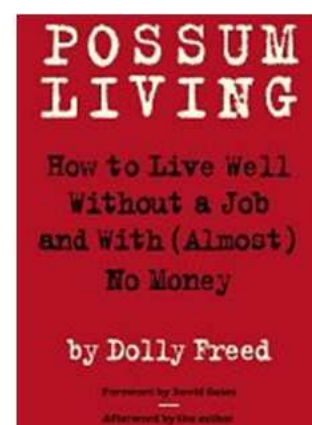
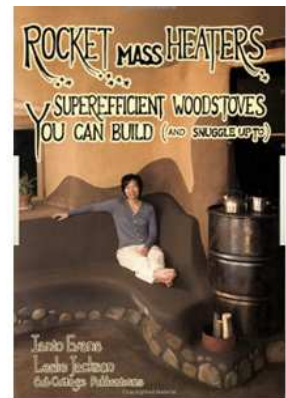
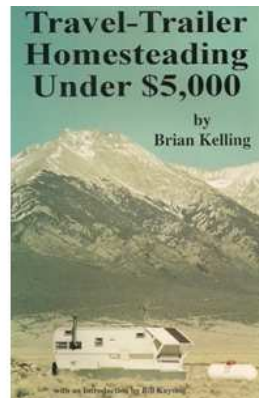
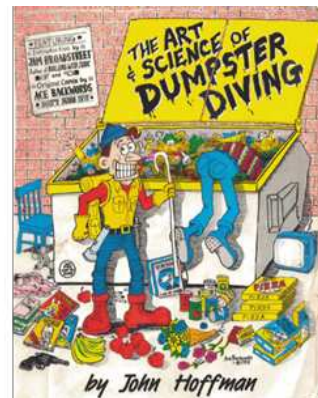
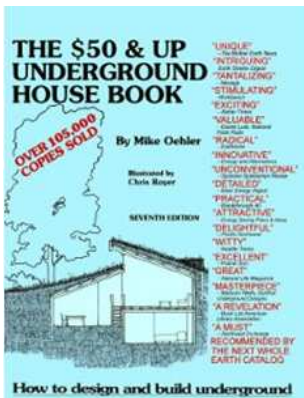
95: Gold Panning And Prospecting: Knowing how to find gold is a good way to survive hyper-inflation! Skills include knowing where gold settles in streams, and how to use pans, sluice boxes, and gold dredges.



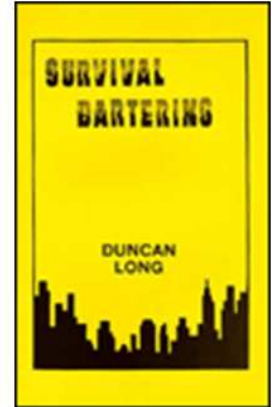
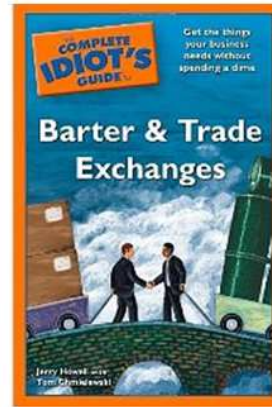
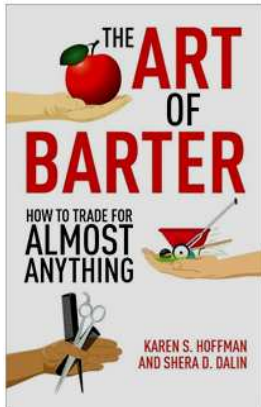
96: Make Alcohol, Mead, and Wine: Making your own alcoholic beverages is an ancient skill. (Mead and wine are the two simplest types.) Bonus points for keeping your own bees, and growing your own grapes.



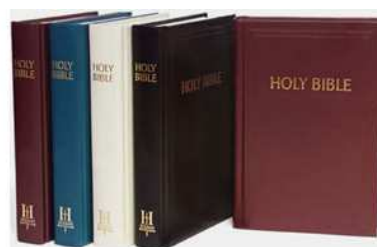
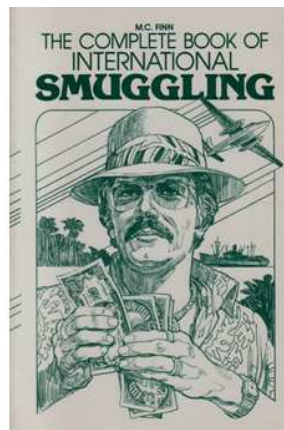
97: Make Simple Equipment to Process Oils: To use oil lamps, you need oil. Unless you live near an oil well, your supplies will eventually run out, so you need to know how to extract oil from nuts, seeds, and olives, another forgotten skill, that involves knowing how to build a simple crusher, and a simple press. Another source of oil is rendered animal fats. Any animal can be rendered for oil, even a seal, or a whale.



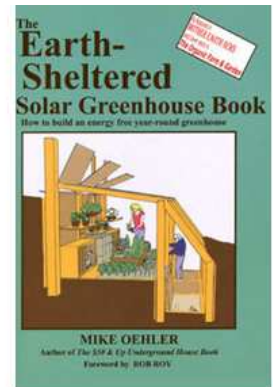
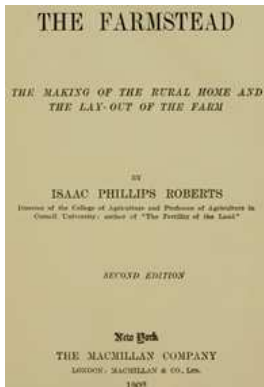
98: Live Cheaply: As the government does it's best to completely destroy the economy with high taxes, hyper-inflation, and massive regulations, normal people get poorer, and must learn how to live cheaply. Skills include finding cheap housing, building your own home, scrounging free useful materials, dumpster diving, heating your home with scrap wood, cooking cheap meals, and living off the grid (possum living).



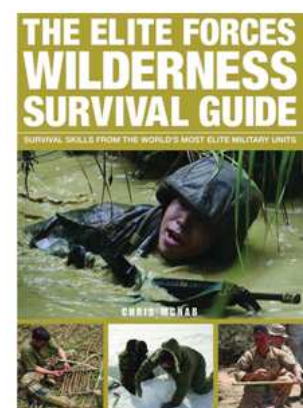
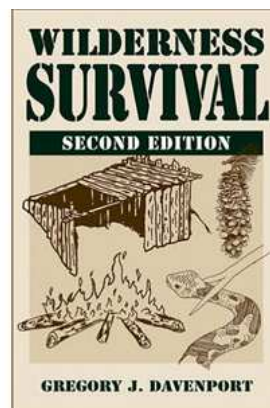
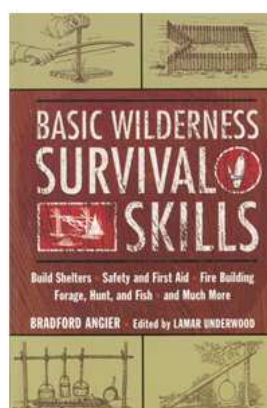
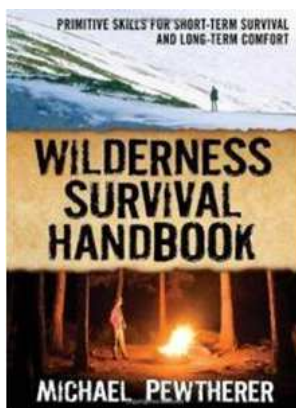
99: Barter: Another economic survival skill, barter trading allows you to avoid using money, and avoid paying ridiculous sales taxes. You can trade goods, services, or specialized skills, to get what you need.



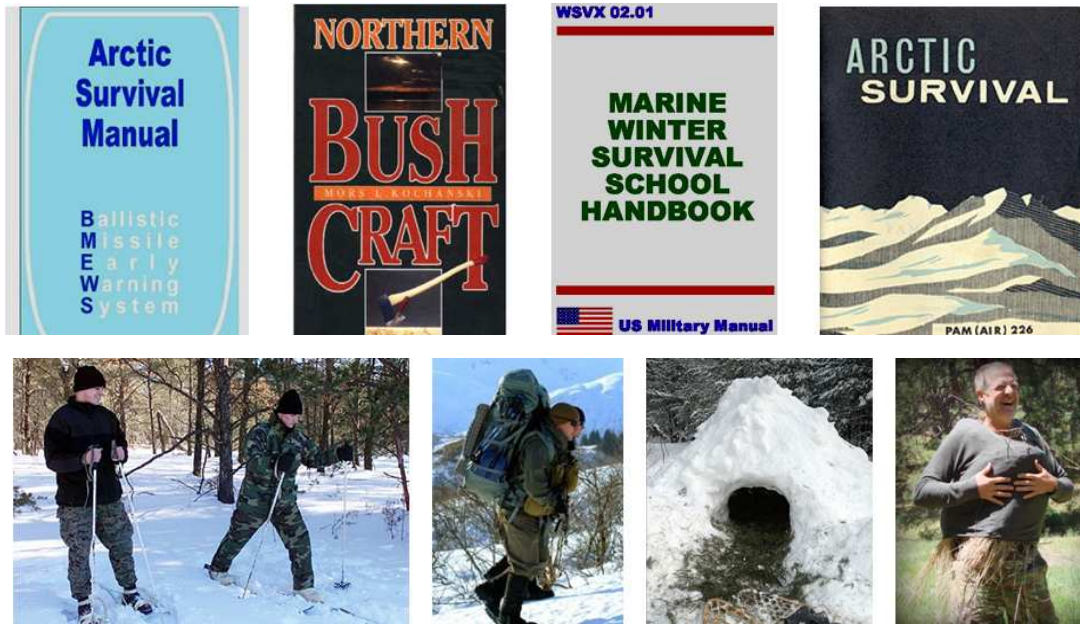
100: Smuggling: You probably never considered smuggling as a career, but what would you do if the government banned the ownership of gold, guns, ammo, or bibles? What if they put you or your children on a "no fly", or a "no travel" list? Learn how to hide and smuggle stuff now, you'll be glad you did later.



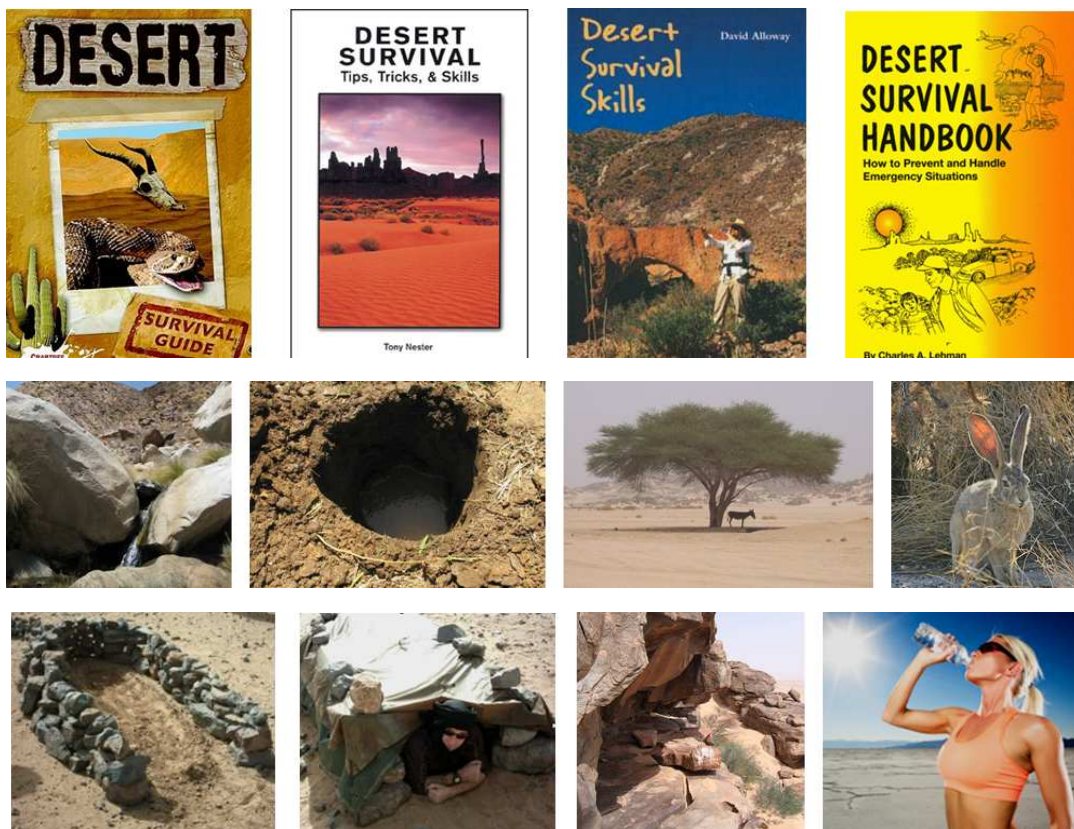
101: General Homesteading and Self-Sufficiency: Skills include growing your own vegetables, fruits, and nuts, raising your own chickens, rabbits, goats, pigs, and other livestock, preserving your own produce, meats, honey, and wine, and building your own homes, barns, root cellars, spring houses, and water wells.



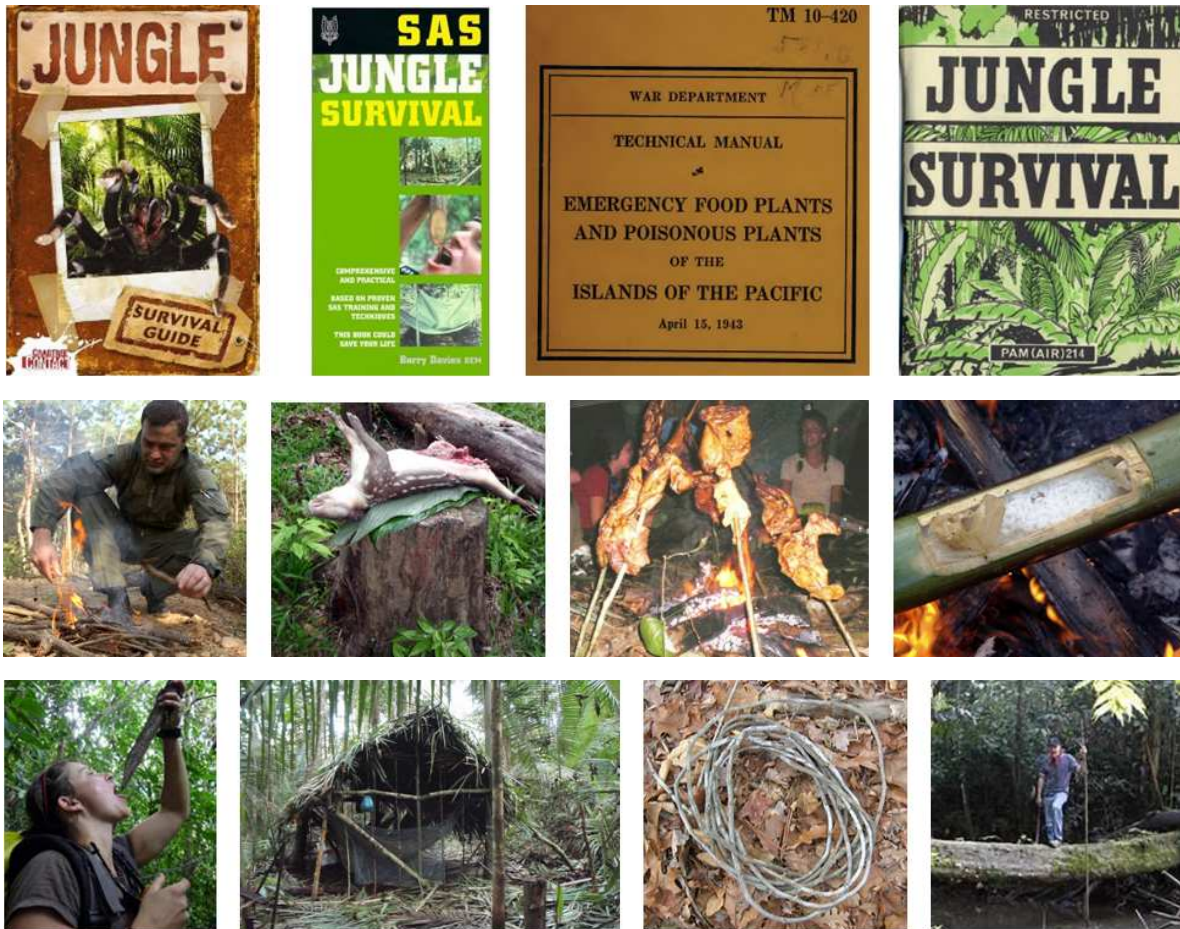
102: Wilderness Survival: Living in the woods, just like nature intended! Skills include finding food, water, and shelter, making fire, creating primitive tools and weapons, hunting, trapping, and fishing skills, finding and using food plants, medicinal plants, and useful plants, and wilderness travel and navigation.



103: Cold-Weather Survival: Avoid becoming a popsicle! Skills include making cold-weather shelters, snow caves, and igloos, using natural materials (grass) or available materials (crumpled newspaper) to add extra insulation to clothing, making snowshoes and snow goggles, ice fishing, and melting snow for water.



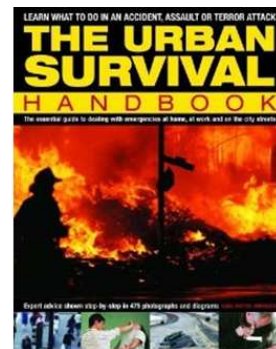
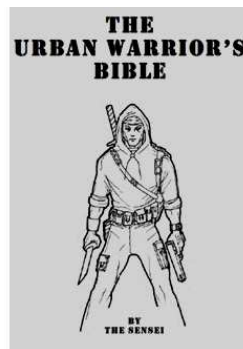
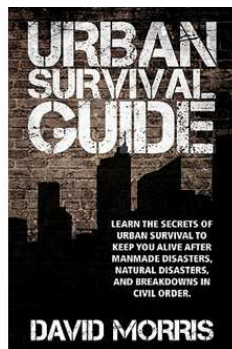
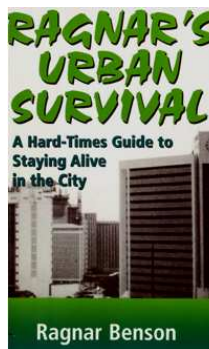
104: Desert Survival: Beat the heat, before it beats you! Skills include finding water, finding shade, making desert survival shelters, knowing how to recognize and treat heat exhaustion and heat stroke, making fire, staying warm at night, and staying hydrated (people have died with water in their canteens).



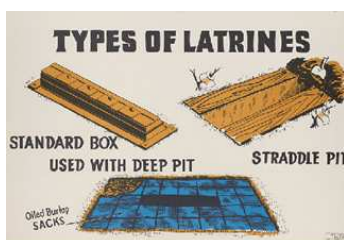
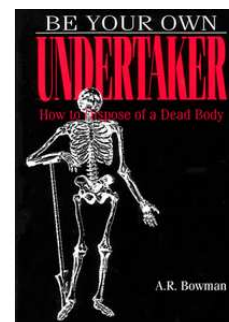
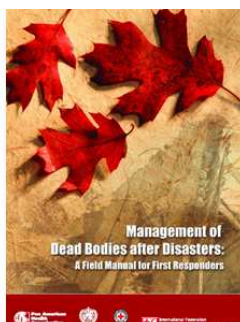
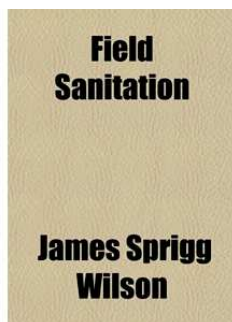
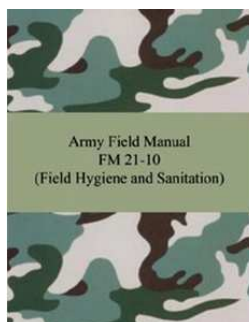
105: Tropical Survival: Learn to be king of the jungle! Skills include recognizing edible tropical plants, getting water from bamboo, water vines, and coconuts, making elevated shelters (stay off the ground!), hunting, fishing, and fire making, jungle navigation skills, and making improvised rafts, for river travel.



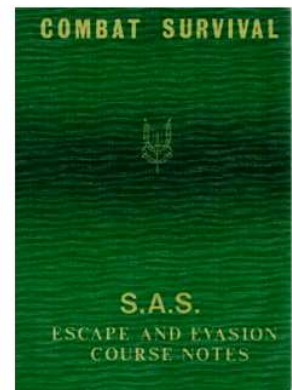
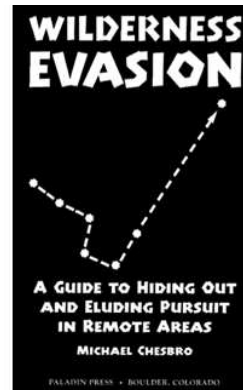
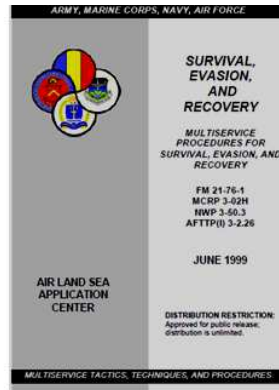
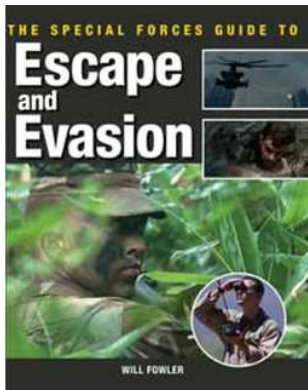
106: Ocean Survival: Abandon Ship! - Now What? Skills include swimming, knowing how to avoid sun stroke, dehydration, and hypothermia, use of life rafts, life raft survival kits, and emergency fishing kits, avoiding drinking sea water, catching rainfall, use of solar stills and desalinization filters, and signaling.



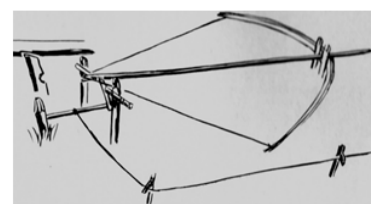
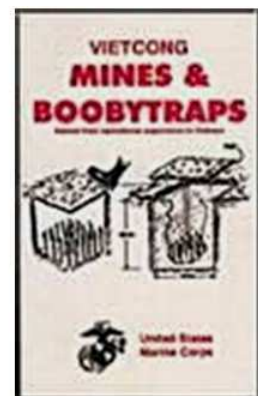
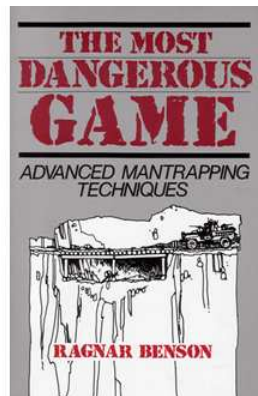
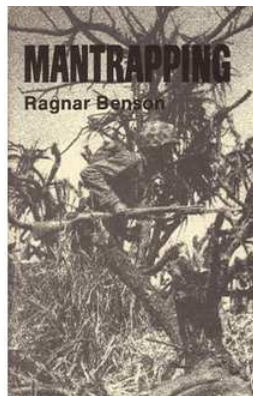
107: Urban Survival: If you can't "Escape From New York", you can at least stay alive there! Skills include caching supplies in advance, avoiding criminals and hordes of desperate city-dwellers, finding clean water, locating useful tools, equipment, and supplies in areas other people won't think to search, making urban fighting positions and sniper hides, modifying buildings to make them more defensible, rooftop gardening and rainwater collection, trapping tasty city critters for food, and making bugout plans.



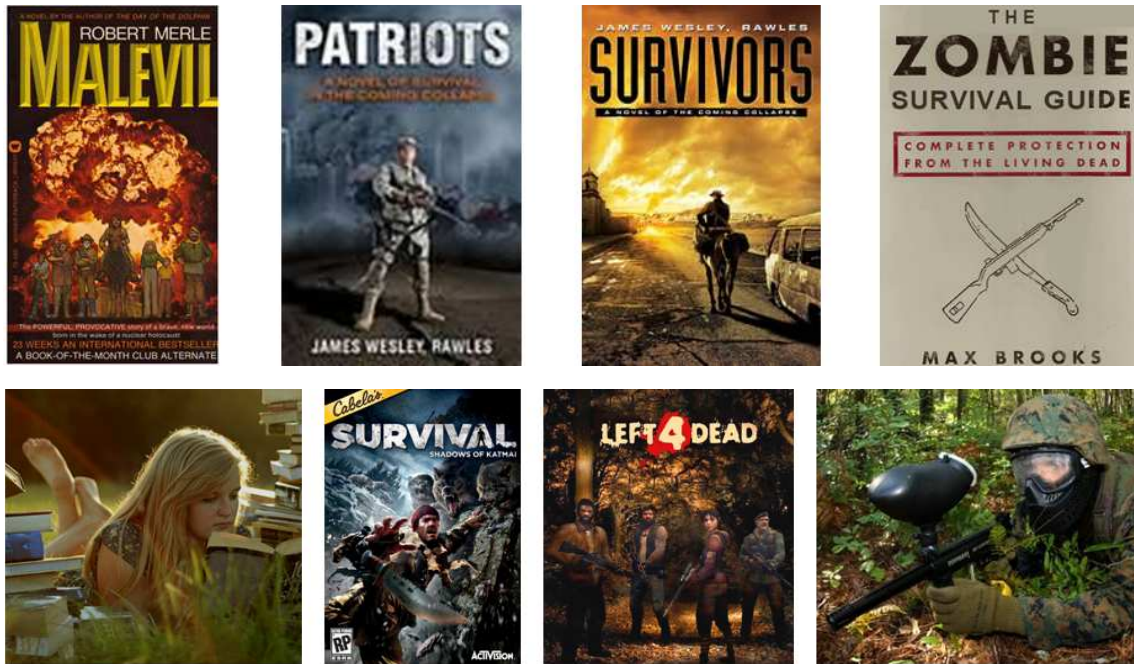
108: Field Hygiene and Dead Body Disposal: Don't die from unsanitary conditions! Skills include knowing how to dispose of human waste and garbage, keeping clean hands, dishes, clothes, and bedding, knowing how to deal with bedbugs, lice, fleas, rats, and other pests, and how to dispose of dead bodies. Bonus points for knowing how to make simple water filters, latrines, insect traps, rat traps, and coffins.



109: Escape and Evasion: Every survivalist should know how to avoid capture, and how to escape from custody! Skills include knowing how to keep a low profile, how to use camo, how to move stealthily, how to use safe houses, how to assemble and use escape kits and concealed handcuff keys, and how to bribe people to help you escape. Bonus points for keeping an escape kit with your EDC (every day carry) items.



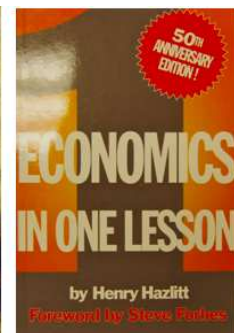
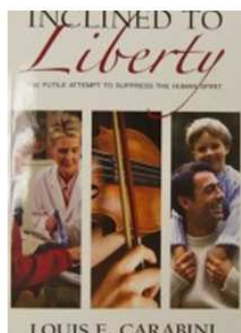
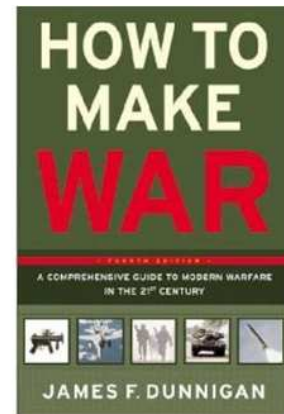
110: Mantrapping: Learn how to trap the enemy, and how to avoid being trapped yourself! Skills include knowing how to build and conceal various types of boobytraps, and how to spot and avoid them yourself.



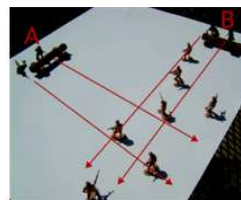
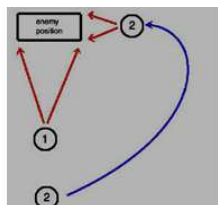
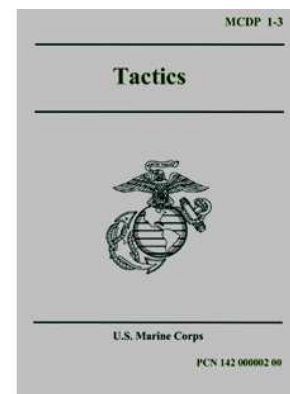
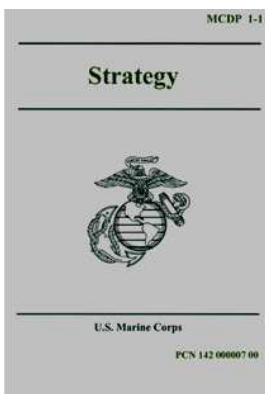
111: Mental Conditioning: Mentally practicing survival skills leads to better performance, faster reaction times, and better problem-solving abilities. Three great ways to mentally condition yourself for survival are to read survival-related fiction books (and non-fiction survival guides), to play survival-themed video games (try survival-horror games, such as Left 4 Dead), and to practice combat skills (try paintball guns).



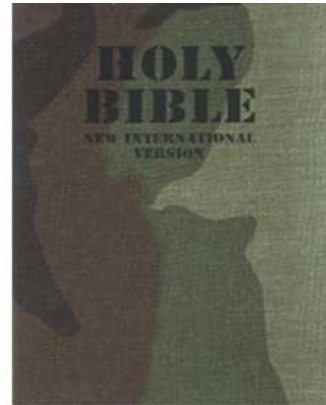
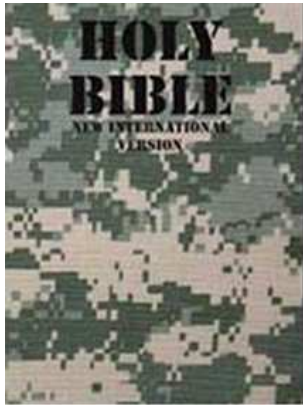
112: Build A Survival Library: Everyone should have a collection of survival books, to use as a reference library, and a collection of survival fiction books, for the mental conditioning discussed earlier. You can also get electronic versions of most books nowadays, and store them on your computers, laptops, kindles, other e-readers, i-phones, and flash memory drives. I currently keep a 16 gig, 1500 volume survival book collection on my flash drives, and that is just a fraction of my survival info collection. (Want a free copy? E-mail me at bucketbeach@hotmail.com, and I will tell you where to send me a blank drive. No kidding.)



113: Learn From History: Evil people get away with evil deeds by encouraging ignorance, greed & envy. Fight back by studying the lessons of history, learning basic economic facts, and seeing how bad leaders destroy good countries. It may already be too late to save our country, but you can still save yourself, and anyone you care about. Learn how to do things for yourself, and how to prepare for the pending collapse.



114: Strategy And Tactics: The basic military skills! Examples include ambush and counter-ambush, sniper and counter-sniper, tracking and counter-tracking, use of traps, false capitulation, flanking, enfilade fire, use of natural choke points, capture and use of enemy supplies and resources, intel and counter-intel, simple sabotage, disruption tactics, organizing resistance groups, and using the liberator gun concept.



115: Get To Know God: Because life is Hell without Him! The most important “skill” you will ever learn, is getting to know God. You can’t have a relationship with a person you don’t know, and God is a real person, with likes, dislikes, and extremely strong opinions (and He is ALWAYS right!). The only way to get to know God is by reading the book He caused to be written for this purpose. I strongly recommend reading the Plain English version of the Bible (the NIV, or new international version), because it is the most understandable version. Don’t be fooled! There is only one God, the god of Adam, Noah, Moses, David, Solomon, and Israel, and only one way to Heaven – through Jesus. There is simply NO true long-term survival without learning these things, but you must seek Him out yourself, while you still have time!